

SHRIMATHI DEVKUNVAR NANALAL BHATT VAISHNAV COLLEGE FOR WOMEN
(AUTONOMOUS)

(Affiliated to the University of Madras and Re-accredited with 'A+' Grade by NAAC)
Chromepet, Chennai - 600 044.

B.C.A - END SEMESTER EXAMINATIONS - APRIL 2025

SEMESTER - VI

24UCAET6B02 - Computer Graphics

Total Duration : 1 Hrs.30 Mins.

Total Marks : 40

Section B

Answer any **TEN** questions (10 × 2 = 20 Marks)

1. What is the purpose of a Graphical User Interface (GUI)?
2. Write some of the techniques for creating realistic motion in animation.
3. Mention some of the common 3D modelling operations.
4. What is meant by typography?
5. State some basic principles of Color Theory.
6. What is a significant challenge in designing garments for specific 3D shapes?
7. Which technique is most effective in creating denotative images?
8. What is an important benefit of process-driven image making?
9. Which property adjustment can enhance the visibility of UI elements within a VR setup?
10. What is the primary purpose of spatial key framing in character animation?
11. Which technique is used to reduce disorientation when teleporting in VR?
12. What are the key challenge in designing 3D beadwork?

Section C

Answer any **FOUR** questions (4 × 5 = 20 Marks)

13. Explain the concept of "user experience" (UX) in the context of GUI design. Why is it important?
14. Explain the concept of "visual language" and how it is used in imagemaking?
15. Discuss the history and evolution of typography.
16. Explain the difference between hue, saturation, and brightness.
17. Describe some of the role of physics materials in VR.
18. Describe the role of physics materials in VR.
