

**Master's Degree Examination- November 2017**  
**III Semester**

Class: II P.G.

Max. Marks: 60

Major: Interior Design and Resource Management

Time: 3 Hours

**Interdisciplinary Course – II**  
**12MCAI02 Design using 3D Graphics and Virtual Reality**

PART – A (10 \* 0.5 = 5 marks)

Answer the following

Choose the correct answer:

- 1) \_\_\_\_\_ is a high-end user-computer interface that involves real-time simulation and interaction through multiple sensorial channels.  
a) Modeling    b) Virtual Reality    c) Multimedia    d) Image
- 2) If light is composed of two plane waves of equal amplitude by differing in phase by 90 degree, then the light is said to be \_\_\_\_\_ polarized.  
a) Linear    b) Circular    c) Rectangle    d) Zero
- 3) PPI means \_\_\_\_\_.  
a) Pixels Per Inch    b) Parallel Per Inch  
c) Pixels Per Input    d) Program Per Inch
- 4) \_\_\_\_\_ gives the ratio of vertical points to horizontal points necessary to produce equal-length lines in both directions on the screen.  
a) persistence    b) resolution    c) aspect ratio    d) calligraphic ratio
- 5) \_\_\_\_\_ refers to technology that records, stores, and reproduces sound by encoding an audio signal in digital form instead of analog form.  
a) Digital vide    b) Digital audio    c) Sound    d) MIDI
- 6) \_\_\_\_\_ is the process of manipulating and rearranging video shots to create a new work.  
a) Video editing    b) Processing    c) Animating    d) Designing
- 7) The waveform repeats from the same shape at regular intervals and this portion is called \_\_\_\_\_.  
a) Wave    b) Period    c) Amplitude    d) Speed
- 8) \_\_\_\_\_ is used to boost or reduce frequencies in order to adjust the sound of a track.  
a) Reverb    b) Flange    c) Fade    d) Equalization
- 9) \_\_\_\_\_ is the branch of classical mechanics that describes the motion of points, bodies and systems of bodies without consideration of the causes of motion.  
a) Kinematics    b) Modeling    c) Animation    d) Recording
- 10) \_\_\_\_\_ is the process of generating an image from a model, by means of computer programs.  
a) Animation    b) Modeling    c) Rendering    d) Projections

*N. Sathya Kalyani David*  
23/11/17

12/5/11

PART – B

(5 \*4 =20)

Answer all the Questions

Answer should not exceed 200 words or one page

- 11) a) What is virtual reality? Explain the perception depth in virtual reality.  
(or)  
b) Write a short note on motion in 3D space.
- 12) a) Write down the procedure to create a virtual image.  
(or)  
b) What are the common tasks when working with image? Explain.
- 13) a) What are the two types of sounds in Flash? Describe.  
(or)  
b) How to edit a sound in Flash?
- 14) a) What is video editing? Explain the goals of editing.  
(or)  
b) What are the methods to create stereoscopic video? Explain.
- 15) a) Write down the steps for creating the geometric model.  
(or)  
b) What is Kinematics? Explain.

PART – C

(5 \*7 =35)

Answer all the Questions

Answer should not exceed 600 words or 6 pages

- 16) a) Explain about the center-eye based stereo line drawing.  
(or)  
b) Discuss about the polarized projection and stereoscopic shadow play.
- 17) a) Write down the features of image editor.  
(or)  
b) Explain the characteristics of different common picture file formats.
- 18) a) Write a brief note on animation with 2D and 3D.  
(or)  
b) What is digital audio? Explain about the conversion process.
- 19) a) What is video capture? Explain the features of video capture.  
(or)  
b) Explain about the characteristics of video streaming.
- 20) a) Write a short note on physical modeling and behavioral modeling.  
(or)  
b) Discuss in detail about perspective projection and anamorphic images.

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