

Register No.:

**849**

**April 2024**

*Time – Three hours*  
*(Maximum Marks: 100)*

- [N.B. 1. Answer all questions under Part-A. Each question carries 3 marks.  
2. Answer all the questions either (a) or (b) in Part-B. Each question carries 14 marks.]

PART – A

1. List out the common attributes of lights.
2. What is Maya shadow?
3. Compare environment fog and light fog.
4. Define blur.
5. What are surface materials?
6. What is ambient occlusion?
7. What is shadow sharpness?
8. List out pass types.
9. Define arnold light.
10. What is color management?

PART - B

11. (a) Explain about reflection and refraction of light.  
(Or)  
(b) Discuss about three point light system.
12. (a) Discuss about glow attributes and halo attributes.  
(Or)  
(b) Explain about render settings and interactive photorealistic rendering.
13. (a) Explain about indirect and direct illuminations.  
(Or)  
(b) Explain about mental ray attributes and mental ray shaders.
14. (a) Discuss about HDRI rendering.  
(Or)  
(b) Explain about lighting color and image based lighting.
15. (a) Explain about lights attributes and features.  
(Or)  
(b) Discuss about batch rendering and sequence rendering.

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