

Total No. of printed pages = 3

AMT-502/CGLR/5th Sem/2016/N

CG LIGHTING AND RENDERING

Full Marks – 70

Pass Marks – 28

Time – Three hours

The figures in the margin indicate full marks for the questions.

Answer any *seven* questions.

Illustrate your answers with suitable sketches and examples wherever necessary.

1. What is 'Intensity of light' ? Describe negative intensity and its use. 10
2. What will be the outcome if we switch off any of the following attributes of a CG light one at a time and take a render ? 10
 - (i) Illuminates by default
 - (ii) Emit diffuse
 - (iii) Emit specular

[Turn over

3. What is a gobo ? How does it help in CG lighting ? 10
4. (a) What is light leaking and how can you fix it ? 5
- (b) Briefly describe the 'decay' attribute found in a spot light. What are the different decay rates available within that attribute ? 5
5. (a) What are Raytrace shadows and when are they used ? 5
- (b) Describe the steps to enable Raytracing to render Raytrace shadows. 5
6. What is light linking in Maya ? What are the different types of light linking ? Describe them. 10
7. What are the different render passes in lighting ? Explain them. 10
8. (a) What are light rigs and why are they used ? 5
- (b) Why is it important to use naming convention for lighting files ? 5

9. Write short notes on any *five* of the following :

5×2=10

- (i) Ambient light
- (ii) Rim light
- (iii) Intensity curve
- (iv) Colour bleeding
- (v) Caustics
- (vi) Mental ray
- (vii) Cast shadow.