

Total No. of printed pages = 2

AMT-502/CGL/5th Sem/2014/N

CG LIGHTING

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 are the different types of artificial lights in Maya ? Describe any two with suitable diagrams. 6+4=10

2. (a) Why are ambient lights rarely used in a 3D scene ? 5

(b) What are artifacts ? How can you get rid of them ? 5

3. What is 3-point lighting ? Explain the set-up with suitable diagrams. 10

4. Describe any five attributes of a spot light. 5×2=10

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5. (a) What is light-linking ? Explain light-centric and object-centric. 5
- (b) What do you understand by 'Make shadow links' and 'Break shadow links' ? 5
6. (a) What is incandescence ? Where can they be applied ? 5
- (b) Write down the steps to disable the default directional light in Maya. 5
7. What are the differences between a Depth map shadow and a Raytrace shadow ? Which is expensive and why ? 10
8. (a) What do you understand by self-shadow and cast-shadow ? 5
- (b) What are light-rigs and why are they used ? 5
9. Write short notes on any *five* of the following :
- (i) Negative intensity
- (ii) Maya software renderer
- (iii) Ambient occlusion
- (iv) Final gather
- (v) Intensity curves
- (vi) IPR render
- (vii) Matte pass. 5×2=10