B.Tech. (Computer Science & Engineering) Seventh Semester (C.B.C.S.)
Program Elective-IV : Gaming Architecture

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Notes : 1. All questions carry marks as indicated.
2. Solve Question 1 OR Questions No. 2.
3. Solve Question 3 OR Questions No. 4.
4. Solve Question 5 OR Questions No. 6.
5. Solve Question 7 OR Questions No. 8.
6. Solve Question 9 OR Questions No. 10.
7. Due credit will be given to neatness and adequate dimensions.
9. Assume suitable data whenever necessary.

1. a) Describe different 3D transformation systems. **6**

b) Summarize different Shader Models. **8**

OR

2. a) Elaborate different types of projections in detail. **6**

b) Write a note on (i) Color models (ii) Character Animation. **8**

3. a) Draw and explain Game Engine Architecture. **8**

b) Discuss about Human Interface devices. **6**

OR

4. a) Determine the use of Game loop and Real-time Simulation in Game Programming. **8**

b) Write a note on Resources and File Systems. **6**

5. a) List different Game Views. **6**

b) How game data can be load and cached in Game Programming. **8**

OR

6. a) Explain how memory is managed in Game Programming. **6**

b) Write a note on : **8**

i) User Interface Management.

ii) Game Event Management.

7. a) Explain the seven Golden Principles of effective game design? **8**

	b)	Distinguish between DirectX and OpenGL?	**6**

<div align="center">**OR**</div>

8.	a)	Develop the cleanup processes one must follow during and after the game exit.	**6**
	b)	Write in detail about Coding Priorities & three lead balloons.	**8**
9.	a)	Write a short note on 3D graphics pipeline.	**6**
	b)	Outline Audio format & Video format.	**8**

<div align="center">**OR**</div>

10.	a)	List the different 3D middleware in detail.	**6**
	b)	Outline the structure of Resource file.	**8**

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