



**NATIONAL OPEN**

**UNIVERSITY OF**

**NIGERIA**

**14/16 AHMADU BELLO WAY, VICTORIA ISLAND, LAGOS  
SCHOOL OF SCIENCE AND TECHNOLOGY  
MARCH/APRIL 2014 EXAMINATION**

**COURSE CODE: CIT 371**

**COURSE TITLE: INTRODUCTION TO COMPUTER GRAPHICS AND ANIMATION**

**TIME ALLOWED: 3 HOURS**

**INSTRUCTION: ANSWER ANY FIVE QUESTIONS**

1. Outline four major areas of the applications of computer graphics.  
14 marks
- 2a. Define what you understand by BRDF. 4 marks
- b. Explain the two properties of BRDFs. 6 marks
- c. State two additional physically based BRDFs properties  
4 marks
- 3a. Explain fully what is meant by raster graphics image.  
5 marks
- b. What is animation? 3 marks
- c. State the effect of animation and the most common method of presenting animation.  
6 marks
- 4a. What are transformations used for in computer graphics? 2 ½ marks
- b. Outline, with an example each, the three basic classes of transformations.  
9 marks
- c. What are homogeneous coordinates? 2 ½ marks
- 5a. Explain what is meant by motion capture. 4 marks
- b. State five advantages and five disadvantages of motion capture. 10 marks

- 6a. What is light? 2  
marks
- b. Explain the following properties of light: reflection and refraction.  
6 marks
- c. Briefly explain colour concepts. 6  
marks
- 7a. What do you understand by keyframing? 3  
marks
- b. State two advantages and two disadvantages of keyframing. 4 marks
- c. Explain what is meant by simulation 3  
marks
- d. Outline two types of simulation. . 4 marks