NATIONAL OPEN UNIVERSITY OF NIGERIA
14/16, Ahmadu Bello Way, Victoria Island

SCHOOL OF SCIENCE AND TECHNOLOGY
October, 2013 Examination

Course Code: CIT 371 **Time Allowed: 3 Hours**

Course Title: Introduction to Computer Graphics and Animation

Course Unit: 3

Instruction: Answer Any Five Questions

1 Outline four major areas of theapplications 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 byraster 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