



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 771

COURSE TITLE: ADVANCED COMPUTER GRAPHICS AND ANIMATION

TIME ALLOWED: 3 Hours

INSTRUCTION: Answer Any Five Questions

1. (a.) 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)
2. (a.) What is a Vector? (5 Marks)
(b.) State two major difference between a point and a vector (6 Marks)
(c.) What is raster graphics? (3 Marks)
3. Explain the following colour models (14 Marks)
 RGB colour model
 YIQ colour model
 CMYK colour model
 HSV and HSL colour model
4. (a.) The applications of computer graphics are many and as such are classified into major areas. List three major area in which they are classified (6 marks)
(b.) Illustrate a graphic system using a detailed block diagram (8 marks)
5. (a.) What is light? (2 Marks)
(b.) Explain the following properties of light: reflection and refraction. (6 Marks)
(c.) Briefly explain colour concepts. (6 Marks)
6. (a.) Explain what is meant by motion capture. (4 marks)
(b.) State five advantages and five disadvantages of motion capture. (10 marks)
7. (a.) Discuss/Explain the Cognitive processes hypothesis (4 marks)

(b.) Discuss any 3 Processes of Traditional Animations (10 marks)