AGJ 1st half (I) 55

Con. 3707-12.

(REVISED COURSE)

GN–7673

(3 Hours)

[Total Marks : 100

N.B. : (1) Question No. **1** is **compulsory**.

    (2) Attempt any **four** questions out of remaining **six** questions.

1. (a) What are the various phases in game development ? State the process, people involved and the out-come of each phase.   **10**

   (b) What are the two methods of drawing text on screen and what are its advantages and disadvantages ?   **10**

2. (a) What are the research goals and explain Blue-Sky Research.   **10**

   (b) Explain Tokenization with Pong game.   **10**

3. (a) What are the three stages of running a game ? Explain in detail.   **10**

   (b) What are the different methods of compression in use ?   **10**

4. (a) Work short note on 3D graphics pipeline.   **10**

   (b) Write in brief, how Direct-X can be used to develop games.   **10**

5. (a) What are smart pointers ? Write a short note on the different ways in which they can be implemented.   **10**

   (b) Describe the game build process.   **10**

6. (a) Define Middleware ? Describe the popular 3D engines currently in use.   **10**

   (b) What are the core groups in software factory and their interactions ?   **10**

7. Write short note on (any **four**) :–   **20**

    (a) Lua

    (b) Hard and Softs Architectures

    (c) Scene Nodes

    (d) Open GL

    (e) Python

    (f) Audio formats.