Roll No. [_____]   Total No. of Pages : 02

Total No. of Questions : 11

M.Sc (AMT) (2018 Batch)   (Sem.-2)
3D ANIMATION
Subject Code : MAMT-205-18
M.Code : 76321

Time : 3 Hrs.   Max. Marks : 70

INSTRUCTIONS TO CANDIDATES :
1. **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2. **SECTION-B contains SEVEN questions carrying FIVE marks each and students have to attempt any SIX questions.**
3. **SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.**

SECTION-A

1. **Write briefly :**

    a) Sub Division Surfaces

    b) 3D Modeling

    c) Bevel edges

    d) Curves

    e) Texture layout

    f) Parent-child hierarchy

    g) Mirroring joints

    h) Skinning Geometry

    i) Area Lights

    j) Ray trace shadows

SECTION-B

2. Give your understanding of polygone geometry.

3. How is modeling done with deformers?

4. What is NURBS modeling?

5. Highlight the importance of crating curves.

6. Enumerate various editing tools used in animation.

7. Write a brief note on importance of texture.

8. Explain Rigging.

SECTION-C

9. How is 3D environment created with the use of lighting & texture?

10. Illustrate your understanding of advanced polygone editing tool.

11. How to create realistic and detailed concept for better design evaluations?

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.