**Roll No.** | | | | | | | | | | | | | **Total No. of Pages : 02**

**Total No. of Questions : 20**

**M.Sc. (AMT) (2018 Batch) (Sem.-3)**

# 3D ANIMATION 3 - ANIMATION AND DYNAMIC DEFORMERS

**Subject Code : MAMT-305-18**

**M.Code : 77078**

**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

**Write briefly :**

1. NURBS
2. HDRI
3. Reflection
4. Particle lifespan
5. Lattice points
6. Bullet solver
7. Fluid containers
8. Collision strength
9. Instances
10. Ramp shaders

## SECTION-B

11. Explain the various modeling tools available in Maya.

12. What are soft bodies? Discuss their creation and usage.

13. Differentiate between grouping and parenting with example.

14. How does blending IK & FK help? Exemplify.

15. What do you mean by rigging? Discuss its importance in animation.

16. Explain the different constraint types.

17. Explain graph editor. Discuss its functions and usage.

## SECTION-C

18. What is a deformer? Explain its usage in modeling and animation.

19. Explain the various modeling tools of 3ds Max.

20. Explain the process of rendering using mental ray render engine.

**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**.