

Roll No.

Total No. of Pages : 02

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MSc.(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**

1. Write briefly :
  - a. Maya Nucleus
  - b. Cluster of nParticle
  - c. Collision strength
  - d. FK
  - e. Lattice deformers
  - f. Fluid containers
  - g. Ramp shaders
  - h. Instances
  - i. Fcheck
  - j. Bullet solver

## SECTION-B

2. What are soft bodies? Discuss their creation and usage.
3. Describe the process of creating Fire using nParticle.
4. How would you create a particle sampler info node?
5. Describe how solver display is used to diagnose and troubleshoot nParticle collisions?
6. How does blending IK &FK help? Exemplify.
7. Describe the different non linear deformers.
8. Explain the different constraint types.

## SECTION-C

9. Explain the process of rendering using mental ray render engine.
10. How deformers are used as animation tools?
11. Describe the characteristics of Maya nucleus system.

**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.**