

**Roll No.**

**Total No. of Pages : 02**

**Total No. of Questions : 11**

**MSc. AMT (2018 Batch) (Sem.-3)**

## LIGHTING AND RENDERING

**Subject Code : MAMT301-18**

**M.Code : 77074**

**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 :**

- Fill Light
- Highlights
- Area Spot
- Azimuth
- Natural Light
- Command-line Render
- Contour composite
- Batch rendering
- Server
- Metal Shader

## **SECTION-B**

2. Describe the use of rendering manager and servers to carry out rendering jobs.
3. Describe the different raytraced materials and maps.
4. List and differentiate the type of lights used in Max.
5. Discuss the creation and positioning of light objects.
6. List the steps to create and configure a daylight system.
7. Explain Radiosity. Give details of lighting for Radiosity.
8. What is pseudo color exposure? When and how it comes in handy?

## **SECTION-C**

9. Describe how Premier and After Effects can be used to composite animations?
10. Discuss the various rollouts to alter light parameters.
11. When, why & how should you use network render farms?

**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.**