



BRAINWARE UNIVERSITY

Term End Examination 2022

Programme – B.Sc.(MM)-Hons-2019/B.Sc.(AM)-Hons-2020

Course Name – 3D Animation I

Course Code - BMMC501

(Semester V)

LIBRARY
Brainware University
Barasat, Kolkata -700125

Full Marks : 60

Time : 2:30 Hours

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group-A

(Multiple Choice Type Question)

1 x 15=15

1. Choose the correct alternative from the following :

- (i) Choose the correct option, in orthographic view, how many total can we get in Autodesk Maya's default viewport?
- a) Four
b) Five
c) Six
d) Seven
- (ii) Explain the option that BEST describes the Blend Shape deformer?
- a) Creates a joint system based on the topology of the surface
b) Allows you use several target shapes to help reshape another piece of geometry.
c) Is a special object you use to control the deformation effects of rigid
d) Lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush
- (iii) Explain the term "Edge Loop" in 3D modelling
- a) Is a vertices width only
b) Edge loop is a continuous line of polygon edge.
c) the path of polygons.
d) None of the above
- (iv) Choose the two popular styles of polygon modeling...
- a) Meshes and edges
b) Box modeling and Extrusion modeling.
c) Edges and Lattice
d) None of the above
- (v) Choose from the following options in Autodesk Maya that refers to the line connecting two vertices?
- a) Segment
b) Extrude
c) Vertex
d) Spline
- (vi) Select the software written specifically for that studio
- a) Shading Networks
b) Anisotropic
c) File Textures
d) Proprietary
- (vii) Explain. includes translating - rotating and scaling an object in (x-y-z)
- a) Transformations
b) Anisotropic
c) Fitting
d) Segment
- (viii) Define the mapping process where the UV coordinates determine where exactly to

apply (or map) the texture on the model.

- a) UV coordinates
 - b) mapping
 - c) texture mapping
 - d) None of the above
- (ix) Select the 4 default viewports in Maya?
- a) Left, Right, Top, Bottom
 - b) Left, Top, Front, Perspective
 - c) Birds-eye, Left, Front, Back
 - d) Perspective, Right, Front, Over
- (x) Name toolbar has the option of changing the parameters of an object?
- a) Parametric Deformers
 - b) Mesh Deformer
 - c) Modify
 - d) Customize
- (xi) Name the option to create a circle?
- a) Shape
 - b) Geometry
 - c) Sphere
 - d) Modify panel
- (xii) Select the modifier used for creating depth for a close polyline?
- a) Bend
 - b) Extrude
 - c) Geometry
 - d) Manifold
- (xiii) Select the toolbar where the Array option is found
- a) Modify toolbar
 - b) Extras toolbar
 - c) Motion toolbar
 - d) None of the above
- (xiv) Select the light(s) can be positioned using Look Through Selected Camera?
- a) Spot Lights.
 - b) Spot Lights.
 - c) Area Lights.
 - d) All Maya Lights
- (xv) Choose the view we can see the 2D projection of the scene?
- a) Render View
 - b) Orthographic View
 - c) Perspective View
 - d) All of these.

Group-B

(Short Answer Type Questions)

3 x 5=15

- 2. Discuss about the collection of Render Layers. (3)
- 3. Explain Modeling Ribbon in 3D? (3)
- 4. Discuss on hierarchy in 3D Software. (3)
- 5. Justify about render set up in Maya (3)
- 6. Write the need of Texturing in Autodesk Maya. (3)

OR

Write Arnold Rendering Engine.. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

- 7. Summarize File Textures (5)
- 8. Describe the Polygon Geometry in 3D Modeling? (5)
- 9. Explain What is Arnold? (5)
- 10. Explain the advantage and disadvantages of NURBS Modelling? (5)
- 11. Explain about Aesthetic Designs in 3D. (5)
- 12. Define Mirror Cut tool in Maya? (5)

OR

Define Soft Select Tool? (5)
