BRAINWARE UNIVERSITY

Term End Examination 2022
Programme – M.Sc.(AM)-2020/M.Sc.(AM)-2021
Course Name – Animation Film Making II - 3D
Course Code - MMM301A-II
(Semester III)

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)   Select the light in Maya is used to simulate the combination of direct and indirect lighting.
      a) Ambient Light   b) Directional Light
      c) Point Light   d) Spot Light

(ii) Choose the process that you can use to create a sequence of images for your scene inside Maya is?
      a) Export   b) Batch Rendering
      c) Save as   d) Make Movie

(iii) 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

(iv) Choose from one of the following is not a non-linear deformer in Maya
      a) Bend   b) Sine
      c) Wave   d) Lens flare

(v)   Name toolbar has the option of changing the parameters of an object?
      a) Parametric Deformers   b) Mesh Deformer
      c) Modify   d) Customize

(vi) Name the option to create a circle?
      a) Shape   b) Geometry
      c) Sphere   d) Modify panel

(vii) Select among the following materials, that is a volumetric material.
      a) Light fog   b) Light cool
      c) Spot light   d) Lens flare

(viii) Select the modifier used for creating depth for a close polyline?
      a) Bend   b) Extrude

c) Geometry

d) Manifold

(ix) Select a 3D texture type?

a) Ramp

b) Graph

c) Spot Img

d) All of the above

(x) Select the toolbar where the "Array" option found

a) Modify toolbar

b) Extras toolbar

c) Motion toolbar

d) None of the above

(xi) Write name of the tool to join two edges

a) Mirror

b) Combine

c) Lattice

d) Bridge

(xii) Select the correct option to delete an Edge along with the vertices.

a) Ctrl. + Backspace

b) Ctrl. + p

c) Ctrl. + D

d) Alt + Shift+ End

(xiii) 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

(xiv) Identify the hotkey, to view object in wireframe mode?

a) 4

b) 5

c) 6

d) 7

(xv) Explain. includes teanslating - rotating and scaling an object.in (x-y-z)

a) Transformations

b) Anisotropic

c) Fitting

d) Segment

Group-B
(Short Answer Type Questions)

3 x 5=15

2. Explain mesh in 3D modeling? (3)
3. Describe Slide edge tool in Maya? (3)
4. Illustrate the type of 3D Art. (3)
5. Write about the procedure of editing the mesh. (3)
6. Explain geometric modeling? (3)

OR

Write Edges? (3)

Group-C
(Long Answer Type Questions)

5 x 6=30

7. Illustrate about Bridge in modelling. (5)
8. Illustrate the uses of merging vertices, merging Edges and Faces. (5)
9. Summarize Different types of Texture maps (5)
10. Define about Surface modeling in 3d? (5)
11. Discuss about Mapping, Shadders ? (5)
12. Write about Orthographic view? (5)

OR

Justify the 3D Rendering. (5)

****