



45530

**BRAINWARE UNIVERSITY**

Library
Brainware University
398, Ramkrishnapur Road, Barasat
Kolkata, West Bengal-700125

Term End Examination 2025-2026
Programme – M.Sc.(AM)-2025
Course Name – 3D Animation Film Making-I
Course Code - MMM27504B (T)
(Semester II)

Full Marks : 40**Time : 2:0 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 10=10

1. *Choose the correct alternative from the following :*

- (i) Identify the industry-standard 3D software widely used in animation and VFX.
 - a) Photoshop
 - b) Maya
 - c) Illustrator
 - d) After Effects
- (ii) Locate the panel in 3D software where you can access modeling, animation, and rendering tools quickly.
 - a) Viewport
 - b) Shelf / Panel
 - c) Attribute Editor
 - d) Timeline
- (iii) Identify the tool used to extend a face or edge to create new geometry.
 - a) Extrude
 - b) Bevel
 - c) Move
 - d) Rotate
- (iv) Locate the tool used to smooth edges and corners on a 3D model.
 - a) Extrude
 - b) Bevel
 - c) Move
 - d) Scale
- (v) Identify the modeling technique used to create realistic surfaces by manipulating polygons at the vertex, edge, or face level.
 - a) Sculpting
 - b) Polygonal Modeling
 - c) Boolean Modeling
 - d) Texture Mapping
- (vi) Locate the tool in 3D software that allows adding fine sculpted details like wrinkles or surface textures.
 - a) Extrude Tool
 - b) Sculpting Tool
 - c) Bevel Tool
 - d) Loop Cut Tool
- (vii) List the common types of UV layout methods used in 3D software.
 - a) Automatic, Manual, Smart Projection
 - b) Diffuse, Specular, Normal
 - c) Vertex, Edge, Face
 - d) Hard Surface, Organic
- (viii) Identify the type of light in 3D software that emits light equally in all directions from a single point.

- a) Spot Light
 - b) Point Light
 - c) Area Light
 - d) Sun Light
- (ix) Choose the lighting setup that uses three lights to illuminate a subject effectively: key, fill, and back lights.
- a) Two-Point Lighting
 - b) Three-Point Lighting
 - c) Ambient Lighting
 - d) Rim Lighting
- (x) Select the five common types of lights used in 3D rendering.
- a) Point, Spot, Area, Sun, Emissive
 - b) Diffuse, Specular, Emission, Normal, Bump
 - c) Ambient, Directional, Hemisphere, Sky, Fog
 - d) Vertex, Edge, Face, Primitive, Curve

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Illustrate the main components of a 3D software interface, including viewport, toolbar, and panels. (3)
3. Write the difference between organic and inorganic 3D modeling. (3)
4. Illustrate the components of a polygonal model, including vertices, edges, and faces. (3)
5. Analyze the role of lighting in enhancing realism in 3D scenes. (3)
6. Outline the steps involved in a standard UV unwrapping workflow. (3)

OR

- Point out the differences between automatic and manual UV mapping. (3)

Group-C

(Long Answer Type Questions)

5 x 3=15

7. Summarize the features and applications of industry-standard 3D software such as Maya and Blender. (5)
8. Explain the importance of UV mapping in the 3D production pipeline. (5)
9. Describe the different types of lights used in 3D graphics and their applications. (5)

OR

- Describe the three-point lighting system used in 3D cinematography. (5)

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