Reg.No. \_\_\_\_\_\_\_\_\_\_\_\_\_

****

**UNIVERSITY**

****

(Karunya Institute of Technology & Sciences)

(Declared as Deemed-to-be University under Sec.3 of the UGC Act, 1956)

**End Semester Examination – Nov/Dec – 2016**

**Subject Title: INTRODUCTION TO 3D ANIMATION Time: 3 hours**

**Subject Code: 12VC316 Maximum Marks: 100**

**ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)**

1. **Compulsory:**

Enumerate the process involved in a typical Animation using 3D Animation Software.

2. With the help of an illustration explain the 3DS Max and Maya Interface. Compare and contrast the difference between both the animation software’s.

(OR)

3. Enumerate the different modelling techniques available in Maya?

4. Explain the basic geometric primitives available in 3DS Max and Maya with special focus to the properties of each primitives.

(OR)

5. Camera and Lights play an important role in 3D animation. Justify the topic.

6. How do you shade and texture the 3D Models which are created using animation software and explain the different type of texturing.

(OR)

7. What is the importance of nCloth in Maya. Explain the working process of nCloth.

8. Discuss how placement of a hair and fur differ in animation. What are the properties of hair and fur?

(OR)

9. Explain the different digital digitizing techniques in 3D Animation.