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

G:\logo and QP Template\logo 3 Feb 2018 final.tif

**End Semester Examination – Nov/Dec – 2018**

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| **Code :** | **14VC2033** | **Duration :** | **3hrs** |
| **Sub. Name :** | **3D ANIMATION SOFTWARE** | **Max. marks :** | **100** |

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Q. No.** | **Sub Div.** | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Discuss about the importance of light in 3D animation and the Various lights effects in Maya. | CO1 | 20 |
| (OR) | | | | |
| 2. |  | Explain in detail about the Camera in 3D Animation. | CO2 | 20 |
|  | | | | |
| 3. | a. | Explain about Maya Polygon Modeling in detail. | CO2 | 16 |
| b. | Brief about the Booleans and Trims in MAYA. | CO2 | 4 |
| (OR) | | | | |
| 4. |  | Explain in detail about enhancing models with materials in 3Ds MAX. | CO2 | 20 |
|  | | | | |
| 5. | a. | List out the steps involved in using mr. Proxy Objects in 3Ds MAX. | CO2 | 14 |
| b. | Explain the Term Network Rendering in MAYA. | CO3 | 6 |
| (OR) | | | | |
| 6. | a. | Explain in detail about the Material Library in 3Ds MAX. | CO2 | 15 |
| b. | Brief about mapping Textures. | CO2 | 5 |
|  | | | | |
| 7. |  | Describe how deformers are implemented in Cinema 4D. | CO2 | 20 |
| (OR) | | | | |
| 8. |  | Explain in detail about the cloth dynamics and facial animation. | CO3 | 20 |
|  | | | | |
|  | | **Compulsory**: |  |  |
| 9. |  | Explain the followings:  a. Forward kinematics.  b. Inverse kinematics.  c. Texturing polygons.  d. Compositing. | CO3 | 5  5  5  5 |