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



**End Semester Examination – Nov / Dec – 2019**

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| **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. |  | Explain hierarchies of Modeling Techniques in detail. | CO1 | 20 |
| (OR) | | | | |
| 2. |  | Summarize the process involved in modeling a Polygon in Maya. | CO1 | 20 |
|  |  |  |  |  |
| 3. |  | Discuss about Maya Lighting Technique in detail. | CO1 | 20 |
| (OR) | | | | |
| 4. |  | Explain in detail about the Camera in 3D Animation. | CO1 | 20 |
|  |  |  |  |  |
| 5. | a. | List out the steps involved in using Mr. Proxy Object in 3Ds MAX. | CO2 | 15 |
| b. | Brief about the primitives in 3Ds Max. | CO2 | 5 |
| (OR) | | | | |
| 6. |  | Explain in detail about enhancing models with materials in 3Ds MAX. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | Justify how deformers are implemented in Cinema 4D? | CO3 | 20 |
| (OR) | | | | |
| 8. |  | Explain in detail about the concept of animation in 3Ds Max. | CO2 | 20 |
|  | | **Compulsory**: |  |  |
| 9. |  | Evaluate the process of MoGraph in Cinema 4D in detail. | CO3 | 20 |