

Roll No. ....

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## Paper ID [E0618]

(Please fill this Paper ID in OMR Sheet)

B.Sc. (MM - 402) (S05) (Sem. - 4<sup>th</sup>)

**3D INTRODUCTION & ADVANCED (MODELING & ANIMATION)**

**(Part - I)**

Time : 03 Hours

Maximum Marks : 75

**Instruction to Candidates:**

- 1) Section - A is **Compulsory**.
- 2) Attempt any **Nine** questions from Section - B.

### Section - A

**Q1)**

**(15 × 2 = 30)**

- a) What are cloning objects?
- b) What is surface modeling?
- c) What is radiosity?
- d) How zooming done in viewports?
- e) What are gamma preferences?
- f) What are primitive objects?
- g) Explain the quick align tool.
- h) What does the snapshot command do?
- i) How are objects attached and detached?
- j) What is stack reordering?
- k) Name the different sub-options of the modifier menu.
- l) How will you make the created animation to repeat itself over and over?
- m) Name any two solid modeling utilities provided in 3ds max.
- n) What is scene holding and fetching?
- o) What are dummy objects?

## Section - B

(9 × 5 = 45)

- Q2)** Explain some of the painting deformations that may creep in during modeling of objects.
- Q3)** How are material editor controls used in material editing?
- Q4)** What are environment ranges and clipping planes in virtual camera?
- Q5)** Write notes on these:
- (a) Shellac.
  - (b) Morphor.
- Q6)** Explain the following:
- (a) Dolling and zooming.
  - (b) Hierarchal linking.
- Q7)** What is meant by the term camera exposure? How is it controlled in a virtual camera?
- Q8)** What is bump mapping? What role does it play in surface styling?
- Q9)** What are viewports? What tools are used to control view ports?
- Q10)** What are animated modifiers ? Explain the X form modifier.
- Q11)** What is rendering? What are rendering preferences?
- Q12)** Explain how you will zoom to a particular view without distorting the object.
- Q13)** Explain the command panel in detail.

