

Roll No.

Total No. of Questions : 13]

[Total No. of Pages : 02

Paper ID [E0619]

(Please fill this Paper ID in OMR Sheet)

B.Sc. (MM - 403) (Old) (Sem. - 4th)

3D INTRODUCTION & ADVANCED (MODELLING & ANIMATION)

(Part - II)

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 is Rendering?
- b) What do you mean by constraints?
- c) What do you mean by key frame animation?
- d) What do you mean by Quad polygon?
- e) What is animation?
- f) What is the difference between 2-D and 3-D animation?
- g) What is Track View Dope Sheet?
- h) What is motion panel?
- i) What do you mean by Modifier?
- j) What do you mean by Montaz?
- k) What do you mean by Animation Hierarchies?
- l) What is blank frame and time frame?
- m) What is Mesh Modeling?
- n) What is shading?
- o) What is Particle System?

Section - B

(9 × 5 = 45)

- Q2)* What is NURBS Surface Modeling?
- Q3)* What is the difference between Coordinate transformation and Geometric transformation.
- Q4)* What is the importance of Hierarchie? Discuss various components of Hierarchies.
- Q5)* What do you mean by Hierarchical Linking?
- Q6)* What is Material? Explain various properties of Material.
- Q7)* Discuss various types of animation controllers?
- Q8)* What do you mean by post production effects? Explain with example.
- Q9)* Discuss various types of Modifiers for Animation.
- Q10)* What is the importance of constraints in animation?
- Q11)* Discuss various 3-D Modeling techniques.
- Q12)* Write various steps to Design a News channel Logo Animation.
- Q13)* Discuss various Particle System Components.

