

Sr. No. 3472

Exam Code: 112106
Subject Code: 3578**B.Design (MM) - 6th Semester
(2519)****Paper: Introduction to 3D****Time allowed: 3 hrs.****Max. Marks: 100****Section A**

Note: Attempt any 10 questions. (10x2 = 20)

1. 3D Space
2. Staging
3. Frame
4. Scatter
5. Loft Objects
6. Bitmap
7. Map Rollout
8. Zone Lighting
9. Skin Modifiers
10. Morphing
11. Ghosting
12. Temporary Pivot

Section B

Note: Attempt any 4 questions. (4x5 = 20)

13. Describe Animation Layout and Viewport.
14. Explain the use of Modifier and its types.
15. What is Rigging? How it works in 3Ds Max?
16. Explain 3D space and different Viewports in 3D.
17. Discuss UV Mapping, Texturing and Shaders.
18. How we do Rendering in 3D software? Explain Rendering Formats.
19. Write notes on the following:
 - Trax Editor
 - Anti-Aliasing
 - Dolly the Camera

Section C

Note: Attempt any 4 questions. (4x15 = 60)

20. Explain all the Principles of Animation in Motion Design.
21. What is the use of Compound Objects in 3D Animation?
22. Explain the Process of Animation in 3D Animation.
23. Which are the main Techniques, We use in 3D Animation Project
24. How 3D Camera helps to create 3D look in Animation?

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