

Exam. Code : 112106
Subject Code : 3417

Bachelor of Design (Multimedia) 6th Semester

INTRODUCTION TO 3D

Time Allowed—2 Hours] [Maximum Marks—100

Note :— There are **Eight** questions of equal marks. Candidates are required to attempt any **Four** questions.

1. What is 3D ? Explain viewports.
2. Discuss the basic principles of Animation.
3. Explain different types of Modelling in 3D.
4. How primitives are useful to create 3D shapes ? Discuss its types.
5. Write a note on compound objects.
6. What is the use of modifiers in 3D animation and how it works ?
7. Explain the work of camera and types of camera in 3D.
8. What is 3D rigging for animation and character design ?

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