

Exam. Code : 112106
Subject Code : 3280

B. Design (Multimedia) 6th Semester
INTRODUCTION TO 3D

Time Allowed—3 Hours] [Maximum Marks—100

Note :— Attempt **FIVE** questions in all, selecting at least **ONE** question from each section. The **FIFTH** question may be attempted from any section. All questions carry equal marks.

SECTION—A

1. Explain 12 basic principles of animation.
2. What is the difference between 2d workspace and 3d workspace ? Discuss viewports of 3d software.

SECTION—B

3. Give brief of modelling methods of 3d animation.
4. Explain difference between UV mapping and unwrapping. Discuss pivot points.

SECTION—C

5. Write a note on modifiers.
6. Discuss the work of compound objects and its types.

SECTION—D

7. Explain art of lighting and styles of lighting in 3d animation.
8. What are the different types of map ? Discuss mapping attributes.