

Exam. Code : 106506

Subject Code : 1870

BMM (Semester—VI)

**INTRODUCTION TO 3D**

Time Allowed—3 Hours]

[Maximum Marks—100

**SECTION—A**

15×2=30

(Attempt All)

1. What is anticipation ?
2. What is a material ?
3. What is perspective ?
4. What is a staging ?
5. What is a mental ray project ?
6. What are standard primitives ?
7. What is target camera ?
8. What is squash and stretch ?
9. What are polygons ?
10. What is arc.?
11. What is keyframe ?
12. How many viewports are there in 3D ?
13. Is Flash a 3D software ?

14. What is RAM preview ?
15. What is cell animation ?

**SECTION—B**

3×10=30

(Attempt **three** questions)

1. What are modifiers ?
2. What is follow through and overlapping action ?
3. What are the differences between 2D and 3D workspace ?
4. What are the different types of maps ?
5. What is rendering ?

**SECTION—C**

2×20=40

(Attempt **two** questions)

6. Explain the process of modeling and rigging.
7. Explain how Animation is done inside a 3D program ?
8. Explain lighting inside a 3D program.
9. Explain camera inside 3D.