

Sr. No. 3474

Exam Code: 106506
Subject Code: 7126**Bachelor of Multimedia - 6th Sem. (Old syllabus 2018)**
(2519)**Paper: Introduction to 3D****Max. Marks: 100****Time allowed: 3 hrs.****Note: - Attempt any 10 questions. (10x2 = 20)****Section A**

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

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

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
 - Dollying the Camera

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

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?

3474(2519)100