Exam. Code : 106508
Subject Code : 1969

BMM Semester—VIII

3D AND ANIMATION IN PHOTOSHOP

Time Allowed—3 Hours]   [Maximum Marks—50

SECTION—A

Note :— It will consist of **EIGHT** very short answer type questions. Candidates will be required to attempt any **FIVE** questions, each question carrying **2** marks.

1. What is 3D axis tool ?
2. What is bevel ?
3. What is refraction ?
4. What is a fall off ?
5. What is an OBJ file ?
6. What is 3DS file ?
7. What is camera pan ?
8. What are 3D extrusions ?   5×2=10

SECTION—B

Note :— It will consist of **SEVEN** long answer type questions. Candidates will be required to attempt any **FOUR** questions, each question carrying **5** marks.

1. What are Bumps ?
2. What is a normal map ?
3. What is DAZ Studio ?

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4. What is 3D rendering ?

5. How to export a 3D layer ?

6. What is a 3D postcard ?

7. What is global ambient colour ? 4×5=20

SECTION—C

Note :— It will consist of **FOUR** essay type questions. Candidates will be required to attempt any **TWO** questions, each question carrying **10** marks.

1. Describe the 3D tools in Photoshop.

2. Describe working with Lights in Photoshop.

3. Explain the process of animation in Photoshop.

4. Explain working with Mesh in Photoshop and the process of importing. 2×10=20