

Exam. Code : 106508

Subject Code : 2027

Bachelor of Multimedia (B.M.M.) 8th Semester

3D AND ANIMATION IN PHOTOSHOP

Time Allowed—3 Hours] [Maximum Marks—50

SECTION—A

Note :— Attempt any FIVE.

1. What is texture painting ?
2. What are DICOM files ?
3. What is rotate view tool ?
4. What is a material ?
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 :— Attempt any FOUR.

1. What are Bumps ?
2. What is a normal map ?
3. What is DAZ Studio ?
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 :— Attempt any TWO.

1. Explain working with Mesh in Photoshop and the process of importing.
2. Describe the process of 3D texture, painting and materials.
3. Explain the process of animation in Photoshop.
4. Describe the process of 3D texture, painting and materials.

2×10=20