

**M. Design (Multimedia) - 2nd Sem.**

(2517)

**Paper-IV: Real Flow****Time allowed: 3 hrs.****Max. Marks: 40****Section-A***Note: Attempt 5 out of 7. All questions carry equal marks.*

(1X5=5)

1. \_\_\_\_\_ is the scripting language used in RealFlow.

2. \_\_\_\_\_ color denotes the Cache simulation.

3. What do you mean by Active and Inactive Simulation?

4. What is the function of "Lock button" in timeline?

5. \_\_\_\_\_ are created to get just an impression of the fluid's and bodies' dynamics and motion.

6. What is k-Volume?

7. \_\_\_\_\_ is the option with which we can update the SD files in RealFlow inspite of importing it again and again.

**Section -B***Note: Attempt 5 out of 7. All questions carry equal marks.*

(3X5=15)

1. How we render our mesh files in 3D?

2. What is Resolution and Viscosity?

3. How can you customize the layout of Realflow according to your needs?

4. What is Hybrid? Explain in detail.

5. How can you optimize a Mesh in Realflow?

6. Write a note on Import command.

7. Explain Node Params and Layers Window?

**PTO**

Section –C

*Note: Attempt 2 out of 4 .All questions carry equal marks.*

(2X10=20)

1. What is the difference between No-GUI and GUI layout?
2. What do you understand by Object –Particle Interaction Parameters?
3. Write a note on Secondary Splash elements?
4. Explain Simulation Workflow in detail?

\*\*\*\*\*

7429(2517)100