

## SEPTEMBER EXAMINATION — 2017

## M. DESIGN (MULTIMEDIA)

## (SEMESTER III)

## VUE INFINITE

Time : 3 Hrs.

M. M. 40

Note: Attempt any 5 questions out of 7. Each question carries 1 mark. (1x5=5 marks)

- Q.1 What is the shortcut to load Atmosphere?
- Q.2 How many types of light are there in VUE?
- Q.3 \_\_\_\_\_ button is used to add, erase or color natural elements onto the selected object.
- Q.4 What are the formats that can be easily imported into VUE?
- Q.5 Name the Boolean operations that can be performed in VUE?
- Q.6 Explain Filter altitudes?
- Q.7 What are erosion effects?

Note: Attempt any 5 questions out of 7. Each question carries 3 marks (3x5=15 marks)

- Q.1 Explain Plant editor?
- Q.2 Explain Parameter of a light?
- Q.3 What is the role of Spline in VUE?
- Q.4 Explain World Browser and Mixed material?

Q.5 Explain Text Editor?

Q.6 How can you edit default Atmosphere in your scene?

Q.7 What do you mean by Bake to Polygons?

Note: Attempt any 2 questions out of 4. Each question carries 10 marks. (2x10=20 marks)

Q.1 What are the various types of Terrains available in VUE? Explain in detail.

Q.2 Difference between Ecosystem Painter and Ecosystem Material?

Q.3 Explain Basic and Advanced Material editor?

Q.4 How can you make a Landscape or a seascape in VUE? Explain each and every step i.e Natural elements involved till render long with all the parameters.