

Master in Multimedia 3rd Semester

Paper-II : Vue 8 Infinite

Time allowed: 3 hrs.

Max. marks 40

Section A (Attempt any five)

5 x 1=5 Marks

1. Scene information bar has Object properties panel, Camera control and World browser
 - a) True
 - b) False
 - c) Can't say
2. SMPTE is an abbreviation for Society of Motion Picture and Television Engineers
 - d) True
 - e) False
 - f) Can't say
3. HDRI is High Definition Range Image
 - a) True
 - b) False
 - c) Can't say
4. Light behind a transparent object is being concentrated onto some areas rather than being distributed equally over the surface of the shadow is called a caustic.
 - a) True
 - b) False
 - c) Can't say
5. What illumination baking does is evaluate the amount of direct lighting and store this illumination information in the texture map.
 - a) True
 - b) False
 - c) Can't say
6. Spot lights emit a cone of light around one direction.
 - a) True
 - b) False
 - c) Can't say
7. Breeze setting is for general plant movement due to air.
 - a) True
 - b) False

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c) Can't say

Section B (Attempt any 5)

5 x 3 = 15 Marks

8. What is world space and object space in GUI?
9. What is motion blur?
10. What is displacement mapping? *2*
11. Describe the File formats that can be imported inside Vue 8.
12. What is a Terrain?
13. How vegetation can be created inside Vue 8?
14. Explain how wind settings can be applied inside Vue 8. *2 + 4 lines*

Section C (Attempt any two)

2 x 10 = 20 Marks

15. Explain the lighting process in Vue 8. *5*
16. Describe the usage of natural elements and vegetation inside Vue 8.
17. Explain the Animation procedure inside Vue 8.
18. What are the rendering options inside Vue 8?

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