Sr. No. 3469

BMM - 6th Sem.

(2517)

Paper- Introduction to 3D

Time Allowed: 3 hrs. **Max. Marks: 100**

Note: Section-A: Attempt All the Very Short Answer Type Questions. Each question carries 2 marks.
Section-B: Attempt any THREE Long Answer Type Questions. Each question carries 10 marks.
Section-C: Attempt any TWO Essay Type Questions. Each question carries 20 marks.

Section -A

1. Modelling
2. Texturing
3. Anticipation
4. Slow in and slow out
5. Viewports
6. What is Rendering?
7. Loft objects
8. Scatter
9. True pivot
10. Twist
11. Mirror
12. Three point lighting
13. Map rollout
14. Physique
15. Particles

Section - B

16. How to create camera objects and explain its types.
17. What is lighting? Explain types of lighting.
18. Explain types of Map?
19. Define 3D modelling.
20. Explain rigging.

Section -C

21. Explain the principles of animation with examples?
22. Describe about Maya or 3DS max interface and the tools?
24. Describe the 3D techniques?
25. Explain mapping attributes, viewports and compound objects?

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