Exam. Code : 106506

Subject Code : 1870

BMM (Semester—VI)

INTRODUCTION TO 3D

Time Allowed—3 Hours]   [Maximum Marks—100

SECTION—A   15×2=30

(Attempt All)

1. What is anticipation ?

2. What is a material ?

3. What is perspective ?

4. What is a staging ?

5. What is a mental ray project ?

6. What are standard primitives ?

7. What is target camera ?

8. What is squash and stretch ?

9. What are polygons ?

10. What is arc.?

11. What is keyframe ?

12. How many viewports are there in 3D ?

13. Is Flash a 3D software ?

14. What is RAM preview ?

15. What is cell animation ?

SECTION—B   3×10=30

(Attempt three questions)

1. What are modifiers ?

2. What is follow through and overlapping action ?

3. What are the differences between 2D and 3D workspace ?

4. What are the different types of maps ?

5. What is rendering ?

SECTION—C   2×20=40

(Attempt two questions)

6. Explain the process of modeling and rigging.

7. Explain how Animation is done inside a 3D program ?

8. Explain lighting inside a 3D program.

9. Explain camera inside 3D.