Total No. of Questions—**4**]　　　　　　[Total No. of Printed Pages—**3**

Seat No.	

[5118]-1007

F.Y. B.Sc. (Animation) EXAMINATION, 2017

ELEMENTS OF 3D DESIGN

(2015 PATTERN)

Time : Three Hours　　　　　　　　　**Maximum Marks : 80**

N.B. :— (*i*) *All* questions are compulsory.

　　(*ii*) Neat diagrams must be drawn wherever necessary.

　　(*iii*) Figures to the right indicate full marks.

1. Answer the following (any *ten*) :　　　　　　　　[20]

　　(1) Write down the following shortcuts :

　　　　(*a*) Move

　　　　(*b*) Rotate

　　　　(*c*) Scale

　　(2) What is polygon ?

　　(3) Define attribute editor and short key.

　　(4) What insert edge loop tool ?

　　(5) Define any *one* animation principle.

　　　　　　　　　　　　　　　　　　　　　　P.T.O.

(6) What is NURBS ?

(7) What is Obj ?

(8) Define image plane.

(9) What is soft selection ?

(10) What is CGI ?

(11) Define split polygon tool.

(12) What is snapping ?

2. Answer the following (any *four*) : [20]

(1) What is linking objects ? Explain in detail.

(2) Explain rendering concept.

(3) Explain Playblast and Fcheck.

(4) What is pivot point ? How to change it ?

(5) Explain hypershade window.

3. Answer the following (any *four*) : [20]

(1) Write down difference between polygon and NURBS.

(2) What is spline ? Explain their sub-objects level.

(3) Explain 3-point light system.

(4) Explain any *two* types of animation principles in detail.

(5) Explain file management workflow.

4. Answer the following (any *four*) : [20]

    (1) Explain freezing object in 3*ds* Max.

    (2) Explain Maya toolkit (modelling)

    (3) Explain channel box in detail.

    (4) Explain extrude and bevel in detail.

    (5) Explain the following :

        (*a*) Vertex

        (*b*) Edge

        (*c*) Face.