

Total No. of Questions—4]

[Total No. of Printed Pages—2

Seat No.	
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F.Y. B.Sc. (Animation) EXAMINATION, 2017

AN-1107 : ELEMENTS OF 3D DESIGN

(2015 PATTERN)

Time : Three Hours

Maximum Marks : 80

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

(ii) Figures to the right indicate full marks.

(iii) Neat diagrams must be drawn wherever necessary.

1. Answer the following (any ten) : [10×2=20]

- (a) What is Range Slider in Maya and how does it work ?
- (b) Write down full form of “NURBS”.
- (c) How many types are there of “Standard Primitives” ? Write down with name.
- (d) What is attribute editor shortcut ?
- (e) What is zooming a view ?
- (f) Write down maximizing viewport shortcut.
- (g) What is alignment ?
- (h) What is soft selection ?
- (i) What is UVW mapping ?
- (j) What is quads ?
- (k) Define maya lambert shader.
- (l) Define perspective.

2. Answer the following (any four) : [4×5=20]

- (a) Explain stretch and squash animation principle with example.

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- (b) Explain 3DS max material editor window.
- (c) Explain NURBS modeling with example.
- (d) Write down difference between Quads and Ngons.
- (e) What lighting ? Explain in brief with example.

3. Answer the following (any *four*) : [4×5=20]

- (a) Explain manipulation object concept.
- (b) Explain file management workflow.
- (c) Explain 3DS Max object layer.
- (d) What is snapping ? Explain in brief.
- (e) Explain “Resolution Gate”.

4. Answer the following (any *four*) : [4×5=20]

- (a) Explain production workflow in brief.
- (b) What is color map ? Explain in brief.
- (c) Write down difference between 3DS Max and Maya software.
- (d) What is channel box ? Explain it.
- (e) Write down any *five* 3D animation studio name and explain any *one* studio production pipeline.