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**[5118]-46**

**T.Y. B.Sc. (Animation) (Fourth Semester) EXAMINATION, 2017**

**AN-3206 ADVANCED 3D ANIMATION—II**

**(2012 PATTERN)**

**Time : Two Hours**

**Maximum Marks : 40**

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

(ii) Neat diagrams must be drawn wherever necessary.

**1. Attempt *all* of the following :** [10]

- (a) What is Skinning ? How to use ?
- (b) Define joint weighting systems.
- (c) What is breakdown key ?
- (d) Define spot light.
- (e) What is the name of Maya's Material editor ?
- (f) Write down NURBS full form.
- (g) Define outliner window.
- (h) What is Constraint ?
- (i) Which tool create looping segments ?
- (j) What is Soft Selection ?

**2. Attempt any *two* of the following :** [10]

- (a) Explain any *two* types of camera angle.
- (b) Explain attribut editor panel and draw a figure.
- (c) Explain orient constraint with example.
- (d) Explain Ambient Light System and draw a figure.

P.T.O.

- 3.** Attempt any *two* of the following : [10]
- (a) What is different between 3Ds Max and Maya Software ?
  - (b) Explain paint skin weight window and draw a figure.
  - (c) What is render layer ? Explain in brief.
  - (d) What is Deformer ? Explain in brief.
- 4.** Attempt any *two* of the following : [10]
- (a) Explain the following points :
    - (i) Reroot Skeleton
    - (ii) Orient Joint.
  - (b) What is Pop-thru ? Explain it.
  - (c) Explain and draw any *three* polygon primitives.
  - (d) Which light create fog effect ? Explain in briefly.