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

INTRODUCTION TO 3D ANIMATION AND MODELLING—I

(2012 PATTERN)

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

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

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

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

   (1)   Define viewport.

   (2)   What is floating toolbar ?

   (3)   What is keyboard shortcut for fetch ?

   (4)   What is Pin stack ?

   (5)   Write keyboard shortcut for clone.

   (6)   What is title bar and menu ?

   (7)   What is undo ? Write keyboard shortcut.

   (8)   What is setting snap points of face ?

   (9)   Write short key for hide and unhide.

   (10)   What is the shortkey for rotation and move ?

   (11)   What is the shortkey for material editor ?

   (12)   What is Render ?

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

   (1)   Explain attaching and detaching objects.

P.T.O.

    (2)   What is body objects ?

    (3)   Explain mirror command.

    (4)   What is patches ?

    (5)   What is shapes and splines ?

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

    (1)   Define hair and fur.

    (2)   Explain soft selection.

    (3)   Explain copying and pasting modifiers.

    (4)   What is Shape primitive button ?

    (5)   Explain fillet/chamfer modifier.

4.   Answer the short notes on (any *four*) :   [20]

    (1)   Time Slider

    (2)   Importing and Exporting

    (3)   Squashing objects

    (4)   Prompt line

    (5)   Aligning normal.