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S.Y. B.Sc. (Animation) (Second Semester) EXAMINATION, 2017

AN-2202 : 3D ANIMATION—II

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

- N.B. :—**
- (i) All questions are compulsory.
 - (ii) Figures to the right indicate full marks.
 - (iii) Draw neat diagram wherever necessary.

1. Answer the following : [10]

- (a) Write down short key for “Select and Rotate”.
- (b) Write down function name of the keyboard shortcut “Ctrl + Z”.
- (c) Write the full form of NURBS.
- (d) How do you open the “Curve Editor” in 3ds Max ?
- (e) Write the names of *two* specify joints constraints.
- (f) What is the full form of IK ?
- (g) Write any *two* particle names are used in particle system.
- (h) What is GI system ?
- (i) What is RGB and CMYK ?
- (j) In which file name extension 3ds Max file saved ?

2. Answer the following (any *two*) : [10]

- (a) Explain the various types of particle system.

P.T.O.

- (b) What is UVW map modifier ?
- (c) How do you create atmospheric effect ?
- (d) Explain the function of relaxing vertices.

3. Answer the following (any *two*) : [10]

- (a) Define the function of moving, sliding and scaling keys in Animation.
- (b) What is Block controller ? Explain.
- (c) Explain the different types of layout in Track view.
- (d) Define PArray particle system.

4. Answer the following (any *two*) : [10]

- (a) Explain mental ray sun and sky.
- (b) Explain Pcloud particle system.
- (c) Explain mental ray render.
- (d) Explain 3point light system.