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T.Y. B.Sc. (Animation) (III Sem.) EXAMINATION, 2018

AN-3106 : ADVANCED 3D ANIMATION-I

(2012 PATTERN)

Time : Two Hours

Maximum Marks : 40

N.B. :— (i) Neat diagrams must be drawn wherever necessary.

(ii) Figures to the right indicate full marks.

(iii) All questions are compulsory.

1. Answer the following : [10×1=10]

- (1) What is insert edge loop ?
- (2) What is outliner ?
- (3) What is freeze transformation ?
- (4) How to change pivot in Maya ?
- (5) How to set key in Maya ?
- (6) What is clustor ?
- (7) What are primitives in Maya ?
- (8) How to change FPS in Maya ?
- (9) How to create your own shelf in Maya ?
- (10) What is the meaning of Ngons ?

2. Answer the following (Any two) : [2×5=10]

- (1) Explain Attribute editor.

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- (2) Explain Cylindrical Mapping.
- (3) What is project window ? Explain its importance.
- (4) What is Blend shape ? Write down the procedure to create blend shapes.

3. Answer the following (Any *two*) : [2×5=10]

- (1) Explain the following tools :
 - (a) Extrude
 - (b) Bevel
 - (c) Create polygon
- (2) Explain UV texture editor.
- (3) Explain the importance of MEL.
- (4) Explain subdivision.

4. Answer the following (Any *two*) : [2×5=10]

- (a) Define view windows in Maya (e.g. front, side etc.)
- (b) Explain the following :
 - (a) Vertex
 - (b) Edge
 - (c) Face
- (c) Explain Deformers in Maya.
- (d) List all principles of animations. Explain any *three*.