Total No. of Questions—4]   [Total No. of Printed Pages—2

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T.Y. B.Sc. (III Sem.) EXAMINATION, 2017

ANIMATION

AN-3106 : Advanced 3D Animation—I

(2012 PATTERN)

Time : Two Hours   **Maximum Marks : 40**

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

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

1.   Answer the following :   [10]

  (*a*)   What is playblast ?

  (*b*)   What is polygon ?

  (*c*)   How to change FPS in Maya ?

  (*d*)   What are quads ?

  (*e*)   Write any **4** principles of animation.

  (*f*)   What is Time Slider ?

  (*g*)   What are views available in Maya ?

  (*h*)   Write any *two* deformers.

  (*i*)   How to delet history in Maya ?

  (*j*)   What is short key for settling key in Maya ?

P.T.O.

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

   (*a*) Explain procedure for creating Blend-Shapes.

   (*b*) What is hypershade ?

   (*c*) Explain Bump mapping in Maya.

   (*d*) What is the difference between Polygon modelling and NURBS modelling ?

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

   (*a*) Explain attribute Editor.

   (*b*) What is project window ? Explain in detail.

   (*c*) Explain Maya user interface.

   (*d*) Explain the following :

      (*i*) Vertex

      (*ii*) Edge

      (*iii*) Face.

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

   (*a*) Explain Graph Editor and its importance.

   (*b*) What is Channel Box/Layer Editor ?

   (*c*) Explain deformers :

      (*i*) Wrap

      (*ii*) Bend

      (*iii*) Loft.

   (*d*) Explain the following (any *two*) :

      (*i*) Soft Modification

      (*ii*) UV Mapping

      (*iii*) Normals.