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

ANIMATION

AN-3206 : Advanced 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.

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

- (a) Which lines that connects two vertices on polygonal mesh ?
- (b) Which shortcut key is used for wireframe mode ?
- (c) IK stands for.
- (d) How to create target Camera ?
- (e) Which shortcut key is used for jump between viewport ?
- (f) Define area light system.
- (g) How to remove unwanted vertices and edges ?
- (h) Which of these can we use to edit animation frames :
 - (i) Connection Editor
 - (ii) Graph Editor.
- (i) Which file format saves Maya files ?
- (j) Define Channel Box.

P.T.O.

2. Attempt any *two* of the following : [10]
- (a) Explain hypergraph window and draw figure.
 - (b) Explain any *three* types of constraints.
 - (c) Explain parent child relationship.
 - (d) How to add attribute and explain add attribute window ?
3. Attempt any *two* of the following : [10]
- (a) What is the difference between render layer and animation layer ?
 - (b) Explain bend shape window and how to create bend shape ?
 - (c) What is set driven key and explain set driven key window ?
 - (d) What is UVW Mapping ? Explain in brief.
4. Attempt any *two* of the following : [10]
- (a) Explain Batch Rendering.
 - (b) How to set hot key and explain hot key editor window ?
 - (c) What is the difference between Cast Shadow and Receive Shadow with example ?
 - (d) What is path animation ? Explain in brief.