

**V Semester B.Sc. Animation Examination, May 2010**  
**3D SPECIALIZATION (Practical)**

Duration : 7 (4+3) Hours

Max. Marks: 50

- Instructions :** 1) Answer **any one** question from **each** Section.  
2) Candidates shall choose different specialization topics from **each** Section. A same specialisation topic from **each** Section is **not** acceptable.  
3) Save the Maya files in the folder named against your roll number.  
4) Save **any** additional image files to the same location.  
5) Output of the animation should be a play blast with roll number.

SECTION – I A

Answer **any one** of the following specialization topics :

**(1×30=30)**

1. 3D Modeling

- a) Model a Digital Camera using the given reference.

OR

- b) Develop a 3D model from the given reference image.

2. 3D Animation

- a) Create an Animation sequence with the given incident. A boy walking on the road, steps on the banana skin, slips and falls.

OR

- b) Create an Animation of a horse run cycle.

3. Texturing and Lighting.

- a) Texture and light the given interior model with night scene. Render to 800 × 600 the final image with two camera angles.

OR

- b) Unwrap and paint the given face model of the character. Render to 800 × 600 with all UV snapshots and final image.

**P.T.O.**

#### 4. Rigging

a) Rig the given character with stretch and squash.

OR

b) Rig the given squirrel model and color code the control.

#### SECTION – I B

Answer **any one** of the following specialization topics :

**(1×20=20)**

#### 1. 3D modeling

a) Model a cartoon character. Render the scene to  $800 \times 600$  resolution with at least three camera angles.

OR

b) Create a set for from the given layout and render. Render the scene to  $800 \times 600$  resolution with at least three camera angles.

#### 2. 3D Animation

a) Create an Animation of a Dinosaur walk cycle.

OR

b) Create an Animation sequence with the given incident. A student got his first prize in school. He expressed his excitement to his parents.

#### 3. Texturing and Lighting

a) Unwrap and texture the given character body. Paint fine details on this model. Render to  $800 \times 600$  with all UV snapshots and final image.

OR

b) Texture and light for this product and create the lighting that shows on product is better than the other. Render the scene to  $800 \times 600$  resolution with at least two camera angles.

#### 4. Rigging

a) Rig the given Shark model and color code the control.

OR

b) Complete the facial rig and create GUI, Blend shapes for the given face.

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**V Semester B.Sc. Animation Examination, May 2010**  
**STUDIO DESIGN AND PROJECT MANAGEMENT (Theory)**

Time : 4 Hours

Max. Marks : 50

SECTION I – A

Answer **any 5** of the following questions in **few** words or sentences : **(5×2=10)**

1. What is NTSC ?
2. What is Render Queue ?
3. What is Blue Matte ?
4. Who is a Runner ?
5. Discuss Term Asset in Animation Production.
6. What is studio management ?

SECTION I – B

Answer **any 5** of the following questions in brief : **(5×3=15)**

1. What is a Pipeline ?
2. What is Render Farm ?
3. What does a full fledged studio design mean ?
4. Discuss the responsibilities of Project Coordinator.
5. Write short notes on Render Wrangler.
6. Discuss importance of Dailies Reports.

**P.T.O.**

### SECTION I – C

Answer **any 3** of the following question in detail :

**(3×5=15)**

1. Discuss the importance of Naming convention in a project.
2. Discuss risk management points to ponder when implementing a pipeline for a new production.
3. Discuss any two digital video standards.
4. Discuss with an example any software tool used for Pipeline management.

### SECTION I – D

Answer the following with illustrations or flow charts :

**(10×1=10)**

1. Illustrate the set up of an efficient pipeline for a 3d animation short film and write the functions of every unit.

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