

III Semester B.Sc. Animation Examination, May 2010
3D ANIMATION – I
Theory

Time : 1 Hour

Total Marks : 20

Note : Wherever required, use pencil sketches.

SECTION I – A

Answer **any three** of the following questions in brief : **(3×2=6)**

1. What is Orthographic projection ?
2. Name the two kinds of NURBS curves and differentiate them.
3. Name any 4 nonlinear deformers.
4. Define HDRI.

SECTION I – B

Answer **any three** of the following questions : **(3×3=9)**

1. Differentiate between Grouping and Parenting.
2. Discuss importance of Rigging for animation.
3. Write short notes on the following :
a) Reflection b) Refraction
4. Explain Graph editor. Mention its functions.

SECTION I – C

Answer **any one** of the following questions in detail : **(1×5=5)**

1. Explain the various Modeling tools available in Maya.
2. What is deformer ? Explain its usage in Modeling and Animation.

P.T.O.

Practical

Time : 3 Hours

Total Marks : 15

- Note :** 1) *Save the Maya files in the folder named against your roll number.*
2) *Save any additional image files to the same location.*
3) *Output of the animation should be a play blast.*

SECTION II – A

Answer **any one** of the following :

15

1. Model and animate a coin rolling inside a big spherical water bowl and setting down.
2. Model the given references interior scene and render the scene to 800×600 resolution with at least two camera angles.

Time : 3 Hours

Total Marks : 15

SECTION II – B

Answer **any one** of the following :

10

1. Model and texture a copper table spoon and fork, render the scene to 800×600 resolution.
2. Perform page flip animation to the given reference 3d book model.

SECTION II – C

Answer **any one** of the following :

5

1. Texture the given old door with details and render the scene to 800×600 resolution.
 2. Texture the given 3d trolley model, render the scene to 800×600 resolution.
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