

T97/BMG306/EE/20151130

Time : 3 Hours

Max. Marks : 80

Instructions for the students:

1. All Questions are Compulsory.
 2. Draw suitable diagrams and sketches wherever necessary.
 3. Assume suitable data if necessary.
 4. Figures to the right indicate full marks.
-

1. Answer any eight of the following questions in about 25 to 30 words each. 16
 - a) What are the types of motion blurs?
 - b) What is mental ray?
 - c) What is atmospherics?
 - d) What is force 2- sided?
 - e) What are natural lights?
 - f) What are artificial light?
 - g) What is the reason for using an omni light?
 - h) How do we use UVW template for creating texture.
 - i) What is ID count?
 - j) When a model is ready for animation?
 - k) What are patches?
 - l) What do map do?

2. Answer any four of the following questions in about 40 to 45 words each. 12
 - a) What is Bump map?
 - b) What are material modifier?
 - c) What are the render hidden geometry?

- d) What is the benefit of monitor. exe?
- e) What is the best option to render an animation sequence? And why?
- f) List out the various parameters of a camera.

3. Answer any four of the following questions in about 40 to 45 words each. 12

- a) How to add texture to the flag?
- b) How to use a dummy object?
- c) What are keyframes?
- d) How to use a shader in 3ds max?
- e) What are Anisotropic?
- f) What are multi-layer?

4. Answer any two of the following questions in about 80 to 90 words each. 12

- a) Explain the steps in rigging a dog.
- b) Explain the process of creating an eye and eyelids of a dolphin.
- c) How to add material for the mailbox?

5. Answer any two of the following questions in about 80 to 90 words each. 12

- a) Explain the various specular controls for default shaders.
- b) How can you adjust the size of a map?
- c) Explain the role of particle spawn rollout.

6. Answer any two of the following questions in about 100 to 120 words each. 16

- a) Explain how will you add and edit events.
- b) Explain the steps to create camera from a view.
- c) Explain the two types of animation modes.

