T97/BMG307/EE/20151201

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 various options in a menu bar?

    b)   Define pipeline with suitable example.

    c)   What are the two methods to set references on viewports?

    d)   What do you understand by motion blur groups?

    e)   What is skinning.

    f)   How will you make the elbow move.

    g)   Create a simple ball animation.

    h)   What is key frame?

    i)   What is Quadruped?

    j)   What is morphed modifier?

    k)   What are the components of character studio?

    l)   What is freedom animation?

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

    a)   What are the uses of point cache modifier.

    b)   What is the difference between turbo smooth and mesh smooth.

    c)   What are the steps to create a cylinder.

d) Write a short note on connect edges.

e) Explain the process of skinning in detail.

f) What are the steps to morph facial expressions?

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

a) Define freeform animation.

b) How will you control the shoulder and legs of a quadruped?

c) Explain reference image.

d) What are the linking direction.

e) What are the steps to model a face of a creature.

f) What is the information displayed by the object information group.

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

a) Explain animation pipeline.

b) Explain the basic principles of animation.

c) Explain the various rendering controls.

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

a) Explain in detail how you will animate a walking quadruped.

b) How can you create libraries of biped animation?

c) What are the various display properties?

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

a) Explain the various steps involved in making a character walk.

b) Lay down the steps to create a human torso and neck.

c) Explain max script in detail. Also discuss MAXscript mini listener.

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