D 14639   (Pages : 3)   Name.....................................

Reg. No..............................

FIFTH SEMESTER B.Voc. DEGREE EXAMINATION, NOVEMBER 2016

Multimedia

SDC 5MM 19—3D SCRIPTING AND GAME DEVELOPMENT

Time : Three Hours   Maximum : 80 Marks

Part A

Answer all questions.
Each question carries 1 mark.

1. Which is the finest smooth option in 3D Max ?

    (a) Turbo smooth.   (b) NURMS Toggle.

    (c) Tool Smooth.   (d) F3.

2. ─────────── File is used to import cad files in the max.

    (a) Xml.   (b) Dwg.

    (c) Obj.   (d) Fbx.

3. ─────────── option is used to divide a polygon.

    (a) Separate.   (b) Chamfer.

    (c) Symetry.   (d) Bevel.

4. ─────────── option gives glass effects to objects.

    (a) Reflection.   (b) Opacity.

    (c) Refraction.   (d) Gradient.

5. What is the default 3dsmax render engine ?

    (a) Mentalray.   (b) Scan line.

    (c) Vray.   (d) Maxwell.

6. Changing this scan sometimes make an animation look smoother :

    (a) Frame rate.   (b) Key frame.

    (c) Mask.   (d) Layer.

Turn over

7. The ——————— shows the frames in the movie.

    (a) Toolbar.   (b) Properties Panel.

    (c) Time line.   (d) Scene.

8. This is the way to take a word and animate each letter separately :

    (a) Distribute to layers.   (b) Break apart.

    (c) Frame-by-frame.   (d) Convert to symbol.

9 By pressing ——————— you can expand 3dsmax view.

    (a) Alt + F.   (b) Alt + J.

    (c) Alt + E.   (d) Alt + W.

10. To quickly close holes in a geometric object you can use the keyboard short cut ———————.

    (a) Control, Shift + S.   (b) Shift + A.

    (c) Control + A.   (d) Shift + S.

(10 × 1 = 10 marks)

Part B

*Answer any **eight** questions.*
Each question carries 2 marks.

11. What is reflection map ?

12. How do you split a polygon ?

13. What are grips in Auto CAD ?

14. What is symmetry ?

15. Explain editable poly.

16. What do you mean by graph editor ?

17. How do you import max object in Maya ?

18. What is edge loop ?

19. How do you adjust light properties ?

20. What is motion sketch ?

21. What are the functions of key frames in after effects ?

22. How do you make clouds in Maya ?

(8 × 2 = 16 marks)

Part C

Answer any **six** *questions.*
Each question carries 4 marks.

23. What is the purpose of staging ?

24. How do you import image planes in 3dsmax ?

25. How do you export objects and animations from max to Maya ?

26. Explain vector graphics and raster graphics ?

27. How do you import Maya render images into AE ?

28. How do you setup an interior scene in vray ?

29. Explain modeling and animations.

30. What is cloud gaming ?

31. How do you make UV textures in Photoshop ?

(6 × 4 = 24 marks)

Part D

Answer any **two** *questions.*
Each question carries 15 marks.

32. Explain briefly the evolution of animation.

33. Explain Maya character creation workflow.

34. Explain linear and non-linear editing.

35. Explain the evolution of VFX.

(2 × 15 = 30 marks)