C 33440 (Pages : 3) Name..

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

FIFTH SEMESTER B.VOC. DEGREE EXAMINATION, NOVEMBER 2017

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. The perspective view port is a/an ———— View.

   (a) Isometric.   (b) Orthogonal.

   (c) Orthographic.   (d) User.

2. To use Ambient Occlusion at render time you can use the ———— renderer, which is integrated in 3dsMax by default.

   (a) Scanline.   (b) Maxwell.

   (c) Standard.   (d) Mental Ray.

3. Changing this can sometimes make an animation look smoother :

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

   (c) Mask.   (d) Layer.

4. A Key Frame that contains objects will be represented by a ———— circle.

   (a) Hollow.   (b) Black.

   (c) Open Eye.   (d) Closed Eye.

5. The ———— Shows the frames in the movie.

   (a) Too Bar.   (b) Properties panel.

   (c) Time line.   (d) Scene.

6. The ———— is a holding place for all symbols and imported images and sounds within a single flash file.

   (a) Library.   (b) Time Line.

   (c) Properties.   (d) Tools Panel.

Turn over

7. CTI stands for ————.

    (a) Command Tool Indicator.   (b) Control Time Indicator.

    (c) Current Time Indicator.   (d) Control tool indicator.

8. Where should you click to adjust a fixed effect ?

    (a) The effects Panel.   (b) The effects control panel.

    (c) The project panel.   (d) The Info panel.

9. To render premiere project, press ————.

    (a) Space.   (b) Enter.

    (c) Num 0.   (d) F.

10. Short Key for RAM preview in after effects :

    (a) Num 3.   (b) Num 5.

    (c) F9.   (d) Num 0.

(10 × 1 = 10 marks)

Part B

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

11. How to fill the hole faces of an object ?

12. Difference between wireframe and shaded mode.

13. What are grips in AutoCAD ?

14. What is the purpose of turbosmooth ?

15. Importance of Ambient occlusion.

16. What is edge loop ?

17. How to edit stop motion animation in flash ?

18. What is graph editor ?

19. How to make clouds in Maya ?

20. What is the function of blending mode ?

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

22. Name the types of lights used in Maya.

(8 × 2 = 16 marks)

Part C

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

23. Explain anticipation and exaggeration principles.

24. Explain squash and stretch.

25. How to add fire effects in Maya ?

26. Explain classic animation.

27. What is compositing ? Explain.

28. What are the tools and techniques used to remove green screen ?

29. Explain vray render properties.

30. Difference between Camera pathing and camera control.

31. Write a short note on UV mapping.

(6 × 4 = 24 marks)

Part D

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

32. Explain Animation principles.

33. Explain Maya visual effects and composing.

34. Explain 3 D compositing workflow.

35. Explain Torque Game engine.

(2 × 15 = 30 marks)