

D 72028

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Name.....

Reg. No.....

FIFTH SEMESTER B.VOC. DEGREE EXAMINATION, NOVEMBER 2019

(CUCBCSS—UG)

B.Voc. 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.

Answer in a word phrase or sentence.

1. _____ Short Key used to hide unselected objects.
 - (a) Alt + A.
 - (b) Alt + W.
 - (c) Alt + X.
 - (d) Alt + Q.
2. Which Map creates Depth ?
 - (a) Bump.
 - (b) Opacity.
 - (c) Reflection.
 - (d) Diffuse.
3. Which is the finest smooth option in 3Dsmax ?
 - (a) Turbo Smooth.
 - (b) NURBS Toggle.
 - (c) Tool smooth.
 - (d) F3.
4. _____ File use to import CAD file in Max ?
 - (a) A. Xml.
 - (b) Dwg.
 - (c) Obj.
 - (d) fbx
5. Changing this can sometimes make an animation look smoother :
 - (a) Frame rate.
 - (b) Keyframe.
 - (c) Mask.
 - (d) Layer.
6. This is to way is to take a word and animate each letter separately :
 - (a) Distribute to Layers.
 - (b) Break apart.
 - (c) Frame by Frame.
 - (d) Convert to symbol.

Turn over

7. This is used to change an object from a circle to a square :
- (a) Mask. (b) Shape Tween.
(c) Motion Tween. (d) Morphing.
8. _____ Option gives glass effects to Objects.
- (a) Reflection. (b) Opacity.
(c) Refraction. (d) Gradient.
9. CTI stands for :
- (a) Command tool Indicator. (b) Control tool Indicator.
(c) Control Time Indicator. (d) Current Time Indicator.
10. Maya material properties can change in :
- (a) Channel box. (b) UV editor.
(c) Hyper shade. (d) Tools.

(10 × 1 = 10 marks)

Part B (Brief Answer Question)

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

11. What is the importance of ambient occlusion ?
12. Advantages of duplicate special.
13. What is rigging ?
14. How do you attach objects ?
15. Difference between reflection and refraction.
16. What is fluid effects ?
17. How to make clouds in Maya.
18. What is dynamics ?
19. What is the difference between Nurbs and polygons ?
20. What is the importance of global illumination ?

21. What is graph editor ?
22. What is play blast ?

(8 × 2 = 16 marks)

Part C (Short Essays)

*Answer any **six** questions.*

Each question carries 4 marks.

23. Write short notes on UV mapping.
24. Explain the process of camera tracking ?
25. Explain 3D text compositing in AE.
26. How to make a candle light using maya and AE.
27. What is compositing ?
28. Explain squash and stretch.
29. Difference between interior lighting and exterior lighting ?
30. How do you add fire effects ?
31. Explain audio editing process.

(6 × 4 = 24 marks)

Part D (Essays)

*Answer any **two** questions.*

Each question carries 15 marks.

32. Explain animation principles.
33. Explain 3D animation tools and properties.
34. Explain linear and non linear editing.
35. Explain Torque Game engine.

(2 × 15 = 30 marks)