C 26288

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Name...

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

FOURTH SEMESTER B.VOC. DEGREE EXAMINATION, APRIL 2017

Multimedia

SDC 4MM 14—ADVANCED TECHNIQUES IN GRAPHICS AND ANIMATION

Time : Three Hours

Maximum : 80 Marks

Section A

*Answer **all** questions.*

I. Choose the right answers from the following :

1 Keyboard short cut to open the render scene dialogue is :

    (a) Control P.

    (b) F10.

    (c) F 11.

    (d) R.

2 Father of Animated cartoons ?

    (a) Walt Disney.

    (b) Winsor Mc Kay.

    (c) Otto Mesmer.

    (d) None of the above.

3 X-axis is displayed using :

    (a) Red.

    (b) Green.

    (c) Q.

    (d) R.

4 Short key for show segments ?

    (a) F3.

    (b) F2.

    (c) F4.

    (d) F5.

5 Short key for wire frame ?

    (a) F3.

    (b) F1.

    (c) F8.

    (d) F9.

6 Converts shape into Image :

    (a) F8.

    (b) F7.

    (c) F9.

    (d) F1.

Turn over

7 Short cut for scaling :

    (a) Q.   (b) E.

    (c) W.   (d) R.

8 FPS stands for :

    (a) Fragment pose per second.   (b) Frame per second.

    (c) Film postproduction stage.   (d) None of the above.

9 Output format of Digital Animation :

    (a) BMP.   (b) JPEG.

    (c) SWF (Flash).   (d) AVI (3ds Max).

10 Seamless transition for one image to another ?

    (a) Morphing.   (b) Tweening.

    (c) Motion blur.   (d) Pose to Pose.

(10 × 1 = 10 marks)

Section B

Answer any **eight** *questions.*

II. Write short notes on any *eight* of the following :

11 What is snap toggle ?

12 Explain select and scale ?

13 What is space wrap ?

14 Explain rendering ?

15 What is lathe ?

16 What is Boolean operation ?

17 What are the standard measurements ?

18 What do you mean by link ?

19 What is auto key ?

20 What is command panel ?

21 What is max script ?

22 What is squash and stretch ?

(8 × 2 = 16 marks)

Section C

*Answer any **six** questions.*

III. Write short essays on any *six* of the following :

23   What is the purpose of material ?

24   Explain camera lights.

25   Describe interface of Autodesk 3ds Max.

26   Explain selection and filter list.

27   Explain about polygons.

28   Explain AEC extended.

29   Explain spline.

30   What is rotoscoping ?

31   Explain types of Markers.

(6 × 4 = 24 marks)

Section D

*Answer any **two** questions.*

IV. Write essays on any *two* of the following :

32   Write a procedure to create 3D objects.

33   Explain about cell Animation.

34   Briefly explain the tools in 3ds max.

35   Explain principles of Animation.

(2 × 15 = 30 marks)