

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 compositing.
34. Explain 3 D compositing workflow.
35. Explain Torque Game engine.

(2 × 15 = 30 marks)