

**FIFTH SEMESTER B.VOC. DEGREE EXAMINATION, NOVEMBER 2018****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 option is used to add preview smooth to 3dsmax ?  
(a) Turbo smooth. (b) NURMS Toggle.  
(c) F4. (d) F5.
2. ————— key is used to open render properties.  
(a) F11. (b) F9.  
(c) F10. (d) F6.
3. For a simple light source with rays emitted uniformly in all directions from single point in space, use a/an —————.  
(a) Direct Light. (b) Omni Light.  
(c) Sky Light. (d) Spot Light.
4. Changing this can sometimes make an animation look smoother.  
(a) Frame rate. (b) Key frame.  
(c) Mask. (d) Layer.
5. The Perspective view point is a/an ————— view.  
(a) Isometric. (b) Orthogonal.  
(c) Orthographic. (d) User.
6. Empty key frames are indicated by a ————— circle on the time line.  
(a) Hollow. (b) Black.  
(c) Open Eye. (d) Closed Eye.

**Turn over**

7. 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.
8. CTI stands for ———.
- (a) Command tool Indicator.
  - (b) Control tool Indicator.
  - (c) Control time Indicator.
  - (d) Current Time Indicator.
9. In which location can the rate stretch tool be used to modify a clip ?
- (a) The Project panel.
  - (b) The source monitor.
  - (c) The effect panel.
  - (d) The time line.
10. Which roto option controls smooth edge ?
- (a) Refine Edge.
  - (b) Smooth curve.
  - (c) Edge Smooth.
  - (d) Edge Blur.

(10 × 1 = 10 marks)

### Part B

*Answer any **eight** questions ; each question carries 2 marks.*

- 11. Explain the differences between Interior lighting and Exterior lighting.
- 12. Explain squash and stretch ?
- 13. What are the advantages of adding HDRI map ?
- 14. What is rigging ?
- 15. What is batch render ?
- 16. What is CTI and what is the function of CTI ?
- 17. What is the function of slit layer ?
- 18. What are Maya paint effects ?
- 19. What is dynamics ?
- 20. How do you make clouds in Maya ?
- 21. Name the types of curve tools.
- 22. What is the basic structure of developing a game ?

(8 × 2 = 16 marks)

**Part C**

*Answer any **six** questions ; each question carries 4 marks.*

23. Explain anticipation and exaggeration principles.
24. Explain the default cloth simulation in 3dsmax ?
25. Explain classic animation.
26. Discuss about Key frame animation workflow in flash.
27. What is the purpose of fps in animation.
28. Explain Vray materials and their uses ?
29. How do you make a candle light using Maya and AE ?
30. Write a short notice on UV mapping.
31. Explain the differences between camera pathing and camera control ?

(6 × 4 = 24 marks)

**Part D**

*Answer any **two** questions ; each question carries 15 marks.*

32. Explain briefly the principles of animation.
33. Explain Maya visual effects and compositing.
34. Explain premiere editing work flow.
35. Explain Torque Game Engine ?

(2 × 15 = 30 marks)