5417

Register Number:
Name of the Candidate:

B.Sc. DEGREE EXAMINATION, May 2015

(VISUAL COMMUNICATION)

(THIRD YEAR)

(PART-III)

320: INTRODUCTION TO 3D ANIMATIONS

Time: Three hours   Maximum: 100 marks

SECTION-A   (8×5=40)
Answer any EIGHT questions

1.   Explain how to configure view port.

2.   Write about linking objects.

3.   What are meshes? Explain its use.

4.   Why do we go for modelling?

5.   Highlight the features of material editor.

6.   Explain about mapping textures.

7.   What is space warps? Explain its use.

8.   Describe how to create particles.

9.   Describe the concept of changing footstep timing.

10. Write about layering motions.

SECTION-B   (3×20=60)
Answer any THREE questions

11. Write note on creating object arrays and cloning objects.

12. Explain in detail about NURBS.

13. Discuss about adding material details with maps.

14. Explain about configuring and aiming cameras.

15. Discuss the process of editing footstep placement.

****