6589

Register Number
Name of the Candidate:

M.Sc. DEGREE EXAMINATION, May 2015

(MEDIA GRAPHICS AND ANIMATION)

(SECOND YEAR)

230: ADVANCED 3D ANIMATION AND GAMING

Time: Three hours   Maximum: 100 marks

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

1. List the principles of Animation.

2. How do you create a Rig in Maya?

3. What is the hardware configuration for running a game?

4. Write the role of timing in constraints.

5 . What are the features of animation?

6. What do you mean by constraints in Maya?

7. Brief on PC game development.

8. How LAN games are played?

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

9. Explain the various concepts related to constrains in Maya.

10. Elaborate how a PC game can be created and distributed to public.

11. Define Animation. Explain the principles and types of animation.

12. Explain PC Gaming Technology and Emulation.

13. Describe May Animation for creating facial and blend shapes.

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