7312

BOARD DIPLOMA EXAMINATION, (C-20)

OCTOBER / NOVEMBER—2023

DAMG - THIRD SEMESTER EXAMINATION

3D ANIMATION AND GRAPHICS

Time : 3 Hours]　　　　　　　　　　　　　　　　　[*Total Marks* : 80

PART—A　　　　　　　　　　3×10=30

Instructions : (1) Answer **all** questions.

(2) Each question carries **three** marks.

(3) Answers should be brief and straight to the point and shall not exceed five simple sentences.

1. Define user interface.

2. List Geometric Primitives.

3. What is the use of Patch Objects?

4. What does subdivision surface do?

5. Define map and give steps to add map.

6. Write the steps to Unwrap UVS.

7. Define Nonlinear Animation.

8. List different types of Animation Utility.

9. What are the steps to apply Atmospherie effects?

10. What are the advantages and disadvantages of the shadow types?

Instructions : (1) Answer **all** questions.

(2) Each question carries **eight** marks.

(3) Answers should be comprehensive and criterion for valuation is the content but not the length of the answer.

11. *(a)* List and explain the purpose of Menu Bar and Toolbars.

(OR)

(b) Explain Animation and Time Controls.

12. *(a)* Define and explain the NURBS Modeling.

(OR)

(b) Explain the procedure of Vehicle modeling.

13. *(a)* Explain different types of Texture Mapping.

(OR)

(b) Explain 3Ds MAX Custom shader.

14. *(a)* Explain Camera Tracker.

(OR)

(b) Explain animating character with CAT Tools.

15. *(a)* Explain various types of Render settings.

(OR)

(b) Write the steps for adding backgrounds and filters using Video Post.

PART—C

10×1=10

Instructions : (1) Answer the following question.

(2) The question carries **ten** marks.

(3) Answer should be comprehensive and the criterion for valuation is the content but not the length of the answer.

16. Create an animation application to rotate a globe on inclined stand with metal ray lighting system.

★★★