

Term End Examination - June, 2019
Diploma in Multimedia & Animation (DMA)

3D ANIMATION

Time - 3 Hours

Full Marks -100

(Answer All the questions form Group- 'A' , any four questions from Group - 'B' , any four questions from Group - 'C' and any two questions from Group - 'D')

Group 'A'

Q. No. 1 Answer all the questions, each within one or two sentences

Marks: 1 × 10= 10

- a) What is the function of Invert Node?
- b) Node Editor
- c) Light Falloff
- d) What do you understand by child of Constraint?
- e) What is Mask data blocks?
- f) Chains of Bones
- g) What is Constraints?
- h) What is Active Bodies in Blender Dynamics?
- i) Normal Map
- j) What is Volumetric Lighting?

Group 'B'

Q. No. 2 Answer any four questions each within 100 words

Marks: 5 × 4= 20

- a) What is transform Manipulator?
- b) Write the steps to use Bevel tool
- c) What is the use of Interpolation in Texture File?
- d) Write about shared layers.
- e) Explain Cloth Sewing Springs.
- f) What is Dope Sheet?

Group 'C'

Q. No. 3 Answer any four questions, each within 200 words

Marks: 10 × 4= 40

- a) Explain different types of Fluid Boundaries.
- b) Write about Indirect Lighting.
- c) What is the Process of duplicating 3D Object?
- d) What is Fluid Domain Object?
- e) What is Intensity Axis?
- f) Write about Raytraced Shadow.

Group 'D'

Q. No. 4 Answer any two questions, each within 300 words

Marks: 15 × 2=30

- a) Explain & Illustrate the process of color correction Curves.
- b) Describe the role of Polygon Modeling in Blender. Explain the process of using the components of polygon while modeling an object.
- c) Explain the difference between 2d & 3D Animation and describe the role of 3D Animation in Entertainment.