

1069

Diploma Course (Add-on-Course)  
Animation & Graphics  
ANG-2002: B 3D-Max

Time allowed: 3 Hours

Max. Marks: 65

**NOTE:** Attempt five questions in all, including Question No. IX (Unit-V) which is compulsory and selecting one question each from Unit I-IV.

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**UNIT-I**

- I. (a) Explain various features of 3D-Max software.  
(b) Explain few options of viewports and interface bar control. (7+6)
- II. (a) Highlight some key settings and startup configuration for 3D-max.  
(b) Explain any two elements of Max-Interface in detail. (7+6)

**UNIT-II**

- III. (a) Which are the primitive objects? How different types of primitive objects are worked upon? Explain.  
(b) Explain various operations carried to performs the transformation of objects. (7+6)
- IV. (a) How object properties are set for their usage? Also explain the process of cloning the objects.  
(b) Explain through examples grids and snap options. (7+6)

**UNIT-III**

- V. (a) Why viewport is required? How is it configured? Explain in detail.  
(b) How you can set-up a scene using various effects in 3D-Max? Explain. (7+6)
- VI. (a) Explain viewport navigation controls through suitable examples.  
(b) What is modeling? Explain its various types and their use. (7+6)

**UNIT-IV**

- VII. (a) How animations are created using key frame and other options in 3D-Max?  
(b) What is rendering? Explain any three rendering options along with their use. (7+6)
- VIII. (a) Define why animation is done? Design an animation through key animation mode.  
(b) Write briefly about rendering of "Scence dialog" and "frame window". (7+6)

(7+6)  
**P.T.O.**

(2)

UNIT-V

IX. Explain: -

- (a) Working with 2D Shapes
- (b) Viewport backgrounds
- (c) Pivot points usage
- (d) Command panel
- (e) Layers in 3D-Max
- (f) Define 3D-Space

(3+2+2+2+2+2)

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