1056
P.G. Diploma in Computer Graphics & Animations
2nd Semester
Paper-CGA-09: Autodesk 3D Max

Time Allowed: 3 hours   Max. Marks: 80

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

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UNIT-I

I.   a) Write an note on features of Autodesk 3D Max.

   b) Explain the following:

   (i)   Coordinate system in 3D Max.
   (ii) Concept of Layers.   (8,8)

II. a) What is a Viewport? What are the various viewport modes? Explain how object and axes are displayed in viewport.
   b) Describe the command panel.   (8,8)

UNIT-II

III. a) Describe viewport navigation controls.
   b) Explain the steps to:

   (i)   assign a background image to viewport.
   (ii) display an animated background.
   (iii) remove background.   (8,8)

IV. a) Explain any three primitive objects and how are they created using Autodesk 3D Max.
   b) Describe in detail how objects are selected.   (9,7)

UNIT-III

V.   a) Explain the concept of transforming objects.
   b) Explain the use of pivot points and grids.   (8,8)

VI. a) Describe the various types of modifiers.
   b) Explain the application of modifier with the help of an example.   (8,8)

UNIT-IV

VII. a) Write a note on Animation and how it is applied in Autodesk3D Max.
   b) Explain how Track-view Dope Sheet can be used for animation.   (8,8)

VIII. a) Explain the concept of Rendering. Describe various rendering options.
   b) Write a note on Render Scene Dialog.   (8,8)

UNIT-V

IX. Answer the following questions in short:

   a) Define 3D Space.
   b) What is a primitive?
   c) What is a Grid?
   d) Explain Snap option.
   e) What is instanced modifier?
   f) Differentiate between Key-frame and in-between frame.
   g) Explain the term Lofting.
   h) What is Render frame window.   (8x2)