

Exam Code: 1262

Sub. Code: 8971

2064

Diploma Course (Add-on)

Animation and Graphics

ANG-2002: 3 D - 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. Describe the features of 3D max software for developing animation and Graphics highlighting any two applications developed in 3D Max. (13)
- II. Describe various interface elements of 3D Max along with functionality of each with suitable example. (13)

UNIT - II

- III. How are primitive objects created in 3D max? Explain object types and settings available for working with objects. (13)
- IV. Write steps involved in moving, rotating and scaling objects giving illustrative examples of object transformation in application. (13)

UNIT - III

- V. What do you understand by configuration of the view ports? Discuss various view port navigation controls and their applicability. (13)
- VI. Write note on
 - (a) Modifier types
 - (b) Working with 2D shapes(13)

UNIT - IV

- VII. Explain the working of Set key Animation Mode with suitable example. Also discuss about The Track View Key window that displays function curves and keys when in Curve Editor Mode. (13)
- VIII. Write a note with example on
 - (a) Render frame window
 - (b) Render Scene dialogue(13)

UNIT - V

- IX. Attempt the following:-
 - a) Write about the basic lofting concept.
 - b) How cloning objects work?
 - c) What is the use of Modifier stack?
 - d) List layers used in 3D Max.
 - e) What is the significance of rendering for animation? (3+3+3+2+2)

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