

2082

Diploma Course (Add-on-Course)
Animation & Graphics
ANG-2002: 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 salient features of 3D Max.
(b) Explain various components of 3D Toolbar. (7+6)
- II. (a) How are startup-configuration and various settings performed in 3D Max?
(b) What is interface? Explain various elements of Max-Interface. (7+6)

UNIT-II

- III. (a) What is primitive object? Explain various primitive object-types.
(b) How are rotation and scaling operations performed on objects? Explain. (7+6)
- IV. (a) Explain various object properties and its cloning in detail.
(b) How are Grids and Snap options exercised? Explain. (7+6)

UNIT-III

- V. (a) What is viewport? Explain various navigation controls.
(b) How are 2-D shapes modeled? Exemplify. (7+6)
- VI. (a) What is the usage of 3D space over 2D for viewports? Explain how are they configured?
(b) What is modifier? Explain its types in detail. (7+6)

UNIT-IV

- VII. (a) What is the importance of animation? How is it implemented in "Set Key" animation mode?
(b) Define Rendering. Exemplify various options. (7+6)
- VIII. (a) Define animation. What is the usage of view-dope sheet in animation? Explain.
(b) How are Render "Scene dialog" and "Frame-Window" are utilized? Explain. (7+6)

UNIT-V

- IX. Explain: -
- (a) Rendering for animation
 - (b) Modifier stack
 - (c) Viewports background
 - (d) Pivot points
 - (e) 3D Max startup
 - (f) Moving objects
- (3+2+2+2+2+2)

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