UG–763   BMA–11

B.Sc. DEGREE EXAMINATION – JUNE, 2018.

Third Year

Multimedia

CHARACTER ANIMATION

Time : 3 hours   Maximum marks : 75

PART A — (3 × 5 = 15 marks)

Answer any THREE questions.

1. Define 3D modeling.

2. Explain the use of Pivot Point center.

3. What does Timeline contain? Explain in brief.

4. What is the use of dummy objects?

5. Explain the importance of Explode Button.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

6. What are the fundamentals of Design? Explain any three in detail.

7. Write short notes on the following:

    (a) Trim/extend modifier

    (b) Taper modifier.

    (c) Twist modifier

    (d) Weight and crease

    (e) NURBS.

8. What are the different types of deformers present in MAYA? Explain in detail how non linear deformers are created in MAYA.

9. Explain slow-in and slow-out. Illustrate the movement of a pendulum with the help of this principle.

10. Write a character bible for a character of your choice and illustrate the same using the following guidelines. – Appearance, personality, habits, likes/disklikes, past, family background and present lifestyle.

2 **UG–763**

11. What is sequential movement drawing? Why are they used? Explain with the help of illustrating a walk cycle using 10 consecutive sketches.

12. Explain the character development process.

————————

| UG–764 | BMA–12 |

B.Sc. DEGREE EXAMINATION –
JUNE, 2018.

Third Year

Multimedia

PAINT EFFECTS AND DYNAMICS

Time : 3 hours   Maximum marks : 75

PART A — (3 × 5 = 15 marks)

Answer any THREE questions.

1.   How are brush strokes modified in MAYA?

2.   What are the different ways to render paint effects?

3.   What is fluid stimulation?

4.   How a mesh is created using ncloth in MAYA?

5.   Will hair collide with other objects in such as nCloth or nParticles? Explain.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

6. Explain in detail the working of paint effect tool work in MAYA.

7. Animate a plant growing up a column in MAYA.

8. How are shadows cast on objects? What are the different types of shadow effects that can be created using Autodesk?

9. How is paint effects made to show up in reflections, refractions and through transparent objects? Explain the procedure.

10. What are the steps involved in attaching face controls on face mesh so that the surface looks sticky?

11. How are furs converted to polygons in MAYA? Explain in detail.

12. Explain the procedure to create ncloth shirt in MAYA.

———————