

**UG – 425**

**BMA-09**

**B.Sc. DEGREE EXAMINATION – JUNE 2019.**

**Second Year**

**Multimedia**

**3D ANIMATION — MOTION GRAPHICS,  
MODELLING, CAMERA, TEXTURE, LIGHTING AND  
RENDERING**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

1. What are the applications of 3D Animations in today's scenario.
2. How do you convert objects to NURBS?
3. What are the lights present in 3D Animation software?
4. What is architectural walkthrough?
5. Write a note on the software used for 3D animation.
6. What is texturing? Explain.
7. What are particles? Give example.

PART B — ( $5 \times 10 = 50$  marks)

Answer any FIVE questions.

8. Explain the concept of 3D animation with suitable examples.
9. Explain the concept of mesh modeling with a diagram.
10. What are the utilities of Material editor? Explain.
11. What are the features of V-Ray? Explain.
12. Explain the concept of creating a walk through using animation software.
13. Write short notes on
  - (a) Modifier
  - (b) NURBS
  - (c) Particles
14. Write an essay on the animation industry in India.

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