

**UG-426**

**BMA-12**

**B.Sc. DEGREE EXAMINATION —  
DECEMBER, 2019.**

**Third Year**

**Multimedia**

**PAINT EFFECTS OF DYNAMICS**

**Time : Three hours**

**Maximum marks : 75**

**PART A — (3 × 5 = 15 marks)**

**Answer any THREE questions.**

**Write short notes on the following:-**

1. Blending brushes.
2. Spiral Bend
3. Geometry
4. Node
5. Rendering

**PART B — (4 × 15 = 60 marks)**

**Answer any FOUR questions.**

6. Explain how the paint effects tool works with an example.
7. Discuss the steps involved in creating unlimited Variety of Stores by Modifying brush Solting.

8. Explain the process of adding hair to a character with an example.
  9. Preparing polygons for Maya Fur – Discuss.
  10. Explain how to create n Cloth and n Particle interactions.
  11. Cartoon Fills and Outlines – Discuss.
  12. Explain how to animate strokes using example.
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