

# T97/BMG306/EE/20160525

Time : 3 Hours

Marks : 80

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## Instructions :

1. All Questions are Compulsory.
  2. Each Sub-question carry 5 marks.
  3. Each Sub-question should be answered between 75 to 100 words. Write every questions answer on separate page.
  4. Question paper of 80 Marks, it will be converted in to your programme structure marks.
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1. Solve any **four** sub-questions.
  - a) Explain the concept of UVW mapping. 5
  - b) Explain the terms “TurboSmooth” and MeshSmooth”. 5
  - c) What is the difference between materials and maps? 5
  - d) Explain terms: Natural light and Artificial light. 5
  - e) Explain the process of giving a shadow to an object. 5
2. Solve any **four** sub-questions.
  - a) How can you create a foggy effect while creating an Ocean floor? 5
  - b) Explain Bump map in detail. 5
  - c) What is FD count. Give an example. 5
  - d) What are the four parameters of strauss? 5
  - e) Explain the basic rendering setup required to render a scene. 5

3. Solve any **four** sub-questions.
- a) Explain Auto key and set key modes. 5
  - b) Give keyboard shortcuts for:
    - i) Isolation mode
    - ii) Orthographic views and perspective view 5
  - c) Explain material editor in 3D max. 5
  - d) With an example illustrate the procedure of simple animation. 5
  - e) List any five modifiers in max with their uses. 5
4. Solve any **four** sub-questions.
- a) How can a sphere be tapered? 5
  - b) What do you understand by rigging a body. 5
  - c) Explain step-by-steps process of creating a Mailbox. 5
  - d) Explain the step to create a camera from view. 5
  - e) Explain the process network rendering. 5

