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| **TAMIL NADU OPEN UNIVERSITY** | | | |
|  | **Chennai - 15** |  |  |
|  | **School of Journalism and New Media Studies** | | |
|  | **SPOT ASSIGNMENT** |  |  |
| CY 2017 |  |  |  |
| **COURSE - B.Sc., Multimedia** | **COURSE CODE** |  | |
| **Advanced Modeling & Character Animation** | **BMA 11** |  |  |
|  |  |  |  |
| **Time: 1 Hour** |  | **Total Marks: 25** | |

**Write an essay on any two of the following:**

1. What are polygon modelling and write on polygon basics

2. What is Nurbs modelling, loft and extrude

3. What is key frame animation in MAYA



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| CY 2017 |  |  |  |
| **COURSE - B.Sc., Multimedia** | **COURSE CODE** |  | |
| **Paint Effects & Dynamics** | **BMA 12** |  |  |
|  |  |  |  |
| Time: 1 Hour |  | Total Marks: 25 | |

**Write an essay on any two of the following:**

1. What are rendering paint effects?
2. How is cloth created for characters.
3. How to hair and fur effects created?

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| **COURSE - B.Sc., Multimedia** | **COURSE CODE** |  | |
| **Realistic Features and Rigging** | **BMA 13** |  |  |
|  |  |  |  |
| Time: 1 Hour |  | Total Marks: 25 | |

**Write an essay on any two of the following:**

1. What are element of rigging ?
2. Write in detail on forward kinematics?
3. How is hair styling done for characters?