# U.G. DEGREE EXAMINATION – DECEMBER, 2023.

## Multimedia

### Third Year

### CHARACTER ANIMATION

Time : 3 hours        Maximum marks : 70

PART A — (3 × 3 = 9 marks)

Answer any THREE questions out of Five questions in 100 words

All questions carry equal marks

1. What is the difference between Polygon modeling and NURBS modeling?

2. What is Beveling?

3. Give example for Squash and Stretch.

4. What is the use of Play back controls?

5. List three uses of 3D.

PART B — (3 × 7 = 21 marks)

Answer any THREE questions out of Five questions in
200 words

All questions carry equal marks

6. Brief about the following functions: Translate, Rotate and Scale.

7. Explain

   (a) Pivot,

   (b) Axis,

   (c) Start sweep angle.

   (d) End sweep angle,

   (e) Radius,

   (f) Surface degree,

   (g) No. of section of NURBS primitive sphere.

8. Discuss about Keyframe animation.

9. Explain how to apply texture to a 3D character.

10. Explain working with Non-linear deformers.

PART C — (4 × 10 = 40 marks)

Answer any FOUR questions out of Seven questions in
500 words.

All questions carry equal marks.

11.  List any ten polygon primitives.

12.  Explain the step-by-step process in creating a
     3D character hand.

13.  Explain the step-by-step process in creating a
     3D character walk cycle.

14.  Discuss in detail about the types of 3D lights.

15.  Brief about any 10 interface parts of character
     animation software.

16.  Explain any 10 tools required for character
     modeling.

17.  Discuss any 10 Principles of animation.

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### Third Year

### PAINT EFFECTS AND DYNAMICS

Time : 3 hours                                 Maximum  marks : 70

PART A — (3 × 3 = 9 marks)

Answer any THREE questions out of Five questions in 100 words

All questions carry equal marks

1.    How to control transparency of paint stroke?

2.    How noise level affects turbulence?

3.    How to add light to a scene?

4.    What is nDynamics used for?

5.    Draw three different type of fur.

PART B — (3 × 7 = 21 marks)

Answer any THREE questions out of Five questions in
200 words

All questions carry equal marks

6. Explain how to get rain effect in a scene.

7. Discuss about the popular paint effects brush
settings.

8. Discuss about illuminating paint effect.

9. Explain how to create bed sheet using nCloth.

10. Explain how to create realistic fur.

PART C — (4 × 10 = 40 marks)

Answer any FOUR questions out of Seven questions in
500 words.

All questions carry equal marks.

11. Discuss about the options available to modify
stroke settings for existing strokes.

12. Explain how to animate spline primitives using
modifiers.

13. Explain the step-by-step process involved in
adding toon line and shading to a scene.

14. Discuss about any 10 nCloth dynamics properties.

15. Explain the step-by-step process in adding hair to a 3D character.

16. Discuss in detail about Paint Effect panel.

17. Explain the overview and concept of nDynamics.

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