

UG – 427

BMA-11

B.Sc. DEGREE EXAMINATION – JUNE 2019.

First Year

CHARACTER ANIMATION

Time : 3 hours

Maximum marks : 75

PART A — (3 × 5 = 15 marks)

Answer any **THREE** questions.

Write short notes on the following:

1. Boolean Operations
2. Beveling
3. Timeline
4. Hyper Shades
5. Snap.

PART B — (4 × 15 = 60 marks)

Answer any **FOUR** questions.

6. What is Modeling? Explain the techniques in modeling with suitable examples.
7. How do you sculpt a NURBS or polygon surface mesh with the sculpt Geometry Tool? Explain.
8. Explain the walk cycle poses with a neat sketch.

9. Discuss the Render Settings in detail.
 10. Explain the importance of timing for weight lift using an example.
 11. What are the fundamentals of Design. Explain them in detail.
 12. Explain the types of deformers in MAYA.
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UG-428

BMA-12

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

First Year

Multimedia

PAINT EFFECTS AND DYNAMICS

Time : 3 hours

Maximum marks : 75

PART A – (3 × 5 = 15)

Answer any THREE questions.

Write short notes on the following :

- 1. Brush Stroke**
- 2. Turbulence**
- 3. Outlines**
- 4. Crafting**
- 5. Lighting**

PART B – (4 × 15 = 60)

Answer any FOUR questions.

6. Define template brush settings. Using examples, explain how it can be modified.
 7. Discuss how to map file textures to colour and opacity using examples.
 8. Explain how to create clothing for character using examples.
 9. How do you apply Displacement and Spiral bend? Explain in detail.
 10. Explain how to add Fur to a character using examples.
 11. Discuss the steps involved for making the surface sticky.
 12. Converting strokes to Geometry – Discuss.
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UG – 429

BMA-13

B.Sc. DEGREE EXAMINATION – JUNE 2019.

Third Year

REALISTIC FEATURES AND RIGGING

Time : 3 hours

Maximum marks : 75

PART A — (3 × 5 = 15 marks)

Answer any **THREE** questions.

Write short notes on the following:

1. Joints
2. Gimbal lock
3. Kinematics
4. Rendering
5. Shading

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

6. Explain the elements of Rigging in detail.
7. Basic hair workflow – discuss
8. Explain the orientation of joints with an example.
9. Discuss how to create hair options step by step.
10. Explain the Maya muscle system in detail.
11. Discuss the process of creating joint hierarchy.
12. Elaborate on how to attach and detach fur using examples.
