

2065
Diploma Course (Add-on)
Animation and Graphics
ANG-2002: 3D-Max

Time allowed: 3 Hours

Max. Marks: 65

NOTE: Attempt five questions in all, including Question No. IX (Unit-V)) which is compulsory and selecting one question each from Unit I - IV.

x-x-x

UNIT - I

- I. Explain the features of 3D-Max software for developing graphics and animation. (13)
- II. Describe various interface elements of 3D Max along with functionality of each with suitable example. (13)

UNIT - II

- III. Write steps in moving, rotating, scaling objects giving illustrative examples of object transformation in application. (13)
- IV. How are the primitive objects created in 3D Max? Explain object type and settings available for working with objects. (13)

UNIT- III

- V. What do you understand by configuration of the view ports? Discuss various view ports navigation control and their application. (13)
- VI. Write note on the following:
 - (a) Working with 2D Shapes
 - (b) Modifier types(13)

UNIT - IV

- VII. Explain the working of set key animation mode with suitable example. Also discuss about the Track View Key Window that displays function curve and keys when in key editor mode. (13)
- VIII. Write a note with example on
 - (a) Render Frame window
 - (b) Render Scene Dialogue

P.T.O.

(2)

UNIT - V

IX. Attempt the following:-

- a) List Layers used in 3D Max
- b) What is the use of Modifier stack?
- c) How cloning objects work?
- d) What is significance of rendering for animation?
- e) Basic Lofting concept

(3+3+3+2+2)

x-x-x