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Question Paper Code: U7F03

B.E./B.Tech. DEGREE EXAMINATION, NOV 2024

Seventh Semester

Computer Science and Design

21UCD703 3D MODELING AND ANIMATION

(Regulations 2021)

Duration: Three hours

Maximum: 100 Marks

Answer All Questions

PART A - (10 x 2 = 20 Marks)

1. Mention the types of cameras and its adjustments done in 3D modeling. CO1- U
2. Define mesh, its types and uses CO1- U
3. Discuss the key strategies used to optimize the interface. CO1- U
4. What is Additive modeling? Also, mention its advantages and Disadvantages. CO1- U
5. Define Materials and its components. CO1- U
6. What are the Attributes of Lambert Shader? CO1- U
7. What are Graph Editor Curves? Mention the key types of curves. CO1- U
8. Define Light attributes. CO1- U
9. Mention the steps involved in rendering image sequences from Maya. CO1- U
10. Define compression Codecs and its types. CO1- U

PART – B (5 x 16= 80 Marks)

11. (a) Explain in detail about Adjusting cameras, displays, and viewports CO1- U (16)
Or
(b) Explain in detail about basic 3D transforms. CO1- U (16)
12. (a) Discuss in detail about Additive and Subtractive modeling CO1- U (16)
Or
(b) Explain in detail about Creating and editing geometry from primitives CO1- U (16)

13. (a) Discuss in detail about Basic rendering nodes and attributes. CO1-U (16)
Or
(b) Discuss in detail about Assigning textures to material attributes CO1-U (16)
14. (a) Discuss in detail about the steps involved in Laying out and CO1-U (16)
populating a 3D scene
Or
(b) Explain in detail about The Five C's, Cinematography, CO1-U (16)
Fundamental techniques for good camera work
15. (a) Explain in detail about Proper naming conventions followed CO1-U (16)
during rendering image sequences
Or
(b) Discuss in detail about compression codecs, quality, compression, CO1-U (16)
file size