Exam Code: 218503   Paper Code: 3329

Programme: Master of Vocation (Animation)

Semester: III

Course Title: Experimenting and Research in Animation

Course Code: MVAM – 3111

Time Allowed: 3 Hours   Max Marks: 25

Note: Candidates are required to attempt 5 questions selecting at least one question from each section. Fifth question can be attempted from any section. Each question carries equal (5) marks.

SECTION A

1. What do you understand by Research? Explain in detail.   (5)

2. Name and Explain 2 types of research in detail.   (5)

SECTION B

3. What is data collection and what is its importance in research? Explain   (5)

4. What is Sample in Research and how it is linked to data collection? Explain with example.   (5)

SECTION C

5. What is difference between reference and citation? Explain in detail.   (5)

6. Name and explain any 2 methods of citation with example.   (5)

SECTION D

7. What is the deference between copyright and patent? Explain in detail.   (5)

8. What do you understand by plagiarism? Explain its different types.   (5)

Exam Code: 218503   Paper Code: 3330

Programme: Master of Vocation (Animation and VFX)

Semester: III

Course Title: Lighting, Texturing and Rendering

Course Code: MVAM - 3112

Time Allowed: 3 Hours   Max Marks: 25

Note: Candidates are required to attempt 5 questions in all, selecting at least one question from each section. Fifth question can be attempted from any section. All questions carry equal marks.

SECTION A

1. Explain the following terms in detail – Phong, PhongE, Lambert and Blinn.   (5)

2. What is Hyper shade in Autodesk Maya? Explain in detail.   (5)

SECTION B

3. Explain the following Lights of Autodesk Maya in detail – Spotlight, Area Light, Point Light, Directional Light.   (5)

4. Explain any 4 attributes of light in detail.   (5)

SECTION C

5. What is the difference between Bump map and Normal map? Explain in detail.   (5)

6. What is channel box and attribute editor? Explain in detail.   (5)

SECTION D

7. Explain the UV Editor of Autodesk Maya in detail.   (5)

8. What is Render Engine? What is the difference between Maya software and hardware rendering?   (5)