

Exam Code: 227003

Paper Code: 3306

Programme: Master of Vocation (Animation and VFX)

Semester: III

Course Title: Experimenting and Research in Animation

Course Code: MVAM – 3111

Time Allowed: 3 Hours

Max. Marks: 40

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 8 marks.

SECTION - A

1. Explain Copyrights and patents.
2. Write a note on Plagiarism.

SECTION - B

3. Describe types of research and its importance.
4. Explain Bibliography.

SECTION - C

5. Describe the process of Patents.
6. Define data analysis and processing.

SECTION - D

7. Discuss text and graphics research data.
8. Explain Different aspects of IPR.

Exam Code: 227003

Paper Code: 3307

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: 40

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 8 marks.

SECTION - A

1. What do you understand by Hyper shade in Maya? Explain in detail.
2. Name and Explain about any 5 types of shaders in Autodesk maya.

SECTION - B

3. Name and Explain any 3 lights of Autodesk maya.
4. What is the importance of lighting in 3d Scene? Explain in detail.

SECTION - C

5. What is Image Based Lighting? Explain in detail.
6. What are Light shaders in Autodesk maya? Explain in detail.

SECTION - D

7. What do you understand by render engine? Name and explain any 2 render engines in maya.
8. Discuss the factors which can impact the render quality of your 3d scene.