

Register Number :

Name of the Candidate :

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B.Sc. DEGREE EXAMINATION, 2012

(INTERIOR DESIGN)

(THIRD YEAR)

(PAPER - XVII)

303. COMPUTER AIDED DESIGNS - III

(Including Lateral Entry)

December]

[Time : 3 Hours

Maximum : 60 Marks

SECTION - A (10 × 1.5 = 15)

Answer ALL questions.

ALL questions carry equal marks.

1. The source emits a focused beam of light in the defined direction.
2. Primitives are the and stages that are commonly found.
3. are the simplest of all objects, yet they are often the most useful.

Turn Over

4. is the primary 3D max tool for reducing face count.
5. By default 3DS max primitives convert to when edited by modifiers.
6. You can extrude the selected region about a path using the option of the EXTRUDE command.
7. 3DS max used spline.
8. lighting uses three lights to provide illumination.
9. At least cross sections are required to create a loft feature.
10. appear as red planes within the camera's core vision.

SECTION - B (2 × 7.5 = 15)

Answer any TWO questions.

All questions carry equal marks.

11. Explain the various parts of a 3D studio screen.
12. Explain the material editor interface.

13. What is lofting? Explain the steps involved.
14. How does the position of a pivot effect transformation of an object?

SECTION - B (2 × 15 = 30)

Answer any TWO questions.

All questions carry equal marks.

15. Explain the steps involved in mapping.
16. Explain the five animation edit modes of track view.
17. How do you import a drawing from AUTOCAD to 3D max? Explain.
18. How does the position of a pivot effect transformation of an object?