

Total No. of Pages : 2

Register Number :

6486

Name of the Candidate :

M.F.A. DEGREE EXAMINATION DECEMBER 2013.

(DIGITAL GRAPHICS TECHNOLOGY)

(SECOND YEAR)

620 — DIGITAL CHARACTER MODELLING AND ANIMATION

Time : Three hours

Maximum : 100 marks

SECTION A

Answer any EIGHT questions.

(8 × 5 = 40)

1. What is outliner?
2. Explain about hyper shade.
3. Explain about attribute editor.
4. What is orthographic view?
5. Difference between poly modelling and nurbs modelling.
6. Explain Edit mesh.
7. What is the use of X-ray shading?
8. How will you import a image to your view point?
9. What are the lights available in Maya?
10. What is the use of Rigging?

SECTION B

Answer any THREE questions.

(3 × 20 = 60)

11. What is mapping and explain about UV unwrap in MAYA?
12. Explain about walk cycle animation and the uses of graph Editor and Dope sheet.

13. Explain the bone set up and rigging process.
 14. Explain about rendering and its settings.
 15. Describe about compositing in MAYA.
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