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Total No. of Pages : 02

Total No. of Questions : 09

BAMT (Sem.-4)
ESSENTIALS OF EXECUTION & POST PRODUCTION

Subject Code : AMT-401

M.Code : 14021

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. Write briefly :

- a) Polygon modelling
- b) Props
- c) Artificial light
- d) Shadows
- e) Kinematics
- f) Compositing
- g) Shades
- h) Skinning
- i) Visual effects
- j) Data management

SECTION-B

2. What are the advantages of Polygon modeling?
3. What are different maya shaders?
4. What are the sources of artificial lights?
5. Explain forward kinematics.
6. Lists the tools used in compositing.

SECTION-C

7. Highlight the critical importance of post-production.
8. Explain in detail the process of compositing.
9. Highlight the importance of lighting in 3-D animation.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.