

SECTION-B

2. What is UV Texturing?
3. Distinguish between natural and artificial lights.
4. List different types of skinning.
5. What is data management?
6. Mention different types of output formats.

SECTION-C

7. What is texturing? How does it help in post production? Give examples.
8. Discuss the process of achieving visual effects.
9. What are different types of lights and shadows? Highlight the importance of lighting.