Roll No.

Total No. of Questions : 09

Total No. of Pages : 02

BAMT (Sem.-4) ESSENTIALS OF EXECUTION & POST PRODUCTION Subject Code : AMT-401 Paper ID : [F0333]

Time: 3 Hrs.

Max. Marks : 60

INSTRUCTION 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) 3-D Modeling
 - b) Polygon modeling
 - c) Texturing
 - d) Characters
 - e) Maya
 - f) Light
 - g) Joints
 - h) Inverse kinematics
 - i) Animation
 - j) Renderer

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.