Roll No. Total No. of Pages : 02

Total No. of Questions: 18

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**

### Write briefly:

- 1. Nurbs modeling
- 2. Shading
- 3. Props
- 4. Shadows
- 5. Forward kinematics
- 6. Visuals
- 7. 3-D Assets
- 8. Dubbing
- 9. Editing
- 10. Output

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### **SECTION-B**

- 11. What are different Maya Shaders?
- 12. Enumerate different types of Shadows in Maya.
- 13. Define rigging.
- 14. List five types of animation.
- 15. What is polygon modeling?

#### **SECTION-C**

- 16. Explain the process of editing.
- 17. Discuss in detail the process of compositing and tools used in it.
- 18. Explain the importance of dubbing and music in post-production.

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.

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