**MAMT-305**

**Third Semester M.Sc. in Animation & Multimedia**

**Examination Aug/Sep-2015**

**Advance Cinematrics**

**Time:-3Hours Max. Marks: -80**

**SECTION-A**

**Answer any five questions. (6\*5)**

1. Write a short note on 3d primitives.
2. Comment on translational sweep.
3. Define the terms coons and splines.
4. What do you understand by manipulations?
5. Briefly write about popping problem.
6. Mention the uses of NURBS in MAYA.
7. Give an introduction to look development.

**SECTION-B**

**Answer any two questions. (10\*2)**

1. Give an account of Maya foundation basics.
2. Write a detail note on cartoon character.
3. Elucidate the construction of polygonal meshes.

**SECTION-C**

**Answer any two questions. (15\*2)**

1. Give an Introduction to NURBS theory.
2. “Animation is no more restricted to cartoon characters only.” Justify the statement.
3. Discuss various modeling tools and file formats used for polygonal modeling.

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