

Exam Code: 218503
(20)

Paper Code: 3316

Programme: Master of Vocation (Animation and VFX)
Semester-III

Course Title: Experimenting and Research in Animation

Course Code: MVAM-3111

Time Allowed: 3 Hours

Max Marks: 40

Note: Candidates are required to attempt 5 questions selecting at least one question from each section. Fifth question can be attempted from any section. All questions carry equal marks. (8 each)

SECTION A

1. What do you understand by qualitative Research?
Explain in detail. (8)
2. What do you understand by quantitative Research?
Explain in detail. (8)

SECTION B

3. Explain different types of data collection methods in research. (8)

4. What is Sample in Research and how it is linked to data collection? Explain with example. (8)

SECTION C

5. What do you understand by bibliography? Explain in detail. (8)
6. What do you understand by Footnotes? Explain in detail. (8)

SECTION D

7. What is IPR? Explain its importance. (8)
8. Explain various types of copyrights and its importance. (8)

Exam Code: 218503
(20)

Paper Code: 3317

**Programme: Master of Vocation (Animation and
VFX) Semester-III**

Course Title: Lighting, Texturing and Rendering

Course Code: MVAM-3112

Time Allowed: 3 Hours

Max Marks: 40

Note: Candidates are required to attempt 5 questions selecting at least one question from each section. Fifth question can be attempted from any section. All questions carry equal (8) marks.

SECTION A

1. What is the role of Material editor in Maya? Explain in detail. (8)
2. Name and Explain about any 5 types of materials in Autodesk maya. (8)

SECTION B

3. What is the difference in spot light and point light? Explain with example. (8)

4. What is the importance of lighting in 3d Scene? Explain in detail. (8)

SECTION C

5. Name and explain any 3 Arnold lights in Autodesk Maya. (8)
6. What are photometric lights? Explain in detail. (8)

SECTION D

7. What is Render setting? Which render setting are must before rendering the 3d scene? (8)
8. How can we improve the render quality of our scene? Explain the settings to improve render quality. (8)