

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

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.