Time : 1½ Hours　　　　　　　　　**MEDIA AND ENTERTAINMENT**

Subject Code

H	0	8	3

Total No. of Questions : 3　　(Printed Pages : 6)　　**Maximum Marks : 30**

INSTRUCTIONS : (*i*)　　Answer each question on a fresh page.

(*ii*)　　Write the question number and sub-question number clearly.

(*iii*)　　*All* questions are compulsory.

(*iv*)　　Figures to the right indicate full marks.

1.　(A)　Choose and write the *correct* alternative from the options given below :　　　　　　　　　　　　　　　　　3

(1)　In 3D Animation, the process of creating a skeleton for a 3D model is a .... process.

(*a*)　Rigging

(*b*)　Rotoscoping

(*c*)　Rendering

(*d*)　Retouching

(2)　Surface material in Autodesk Maya that represents matte surfaces with no specular highlights is called as .... surface.

(*a*)　Blinn

(*b*)　Phong

(*c*)　Lambert

(*d*)　Anisotropic

(3)	In Autodesk Maya, texture which is used as backgrounds for objects in your scene or as reflection maps is .... texture.

(*a*)	2D

(*b*)	3D

(*c*)	Layered

(*d*)	Environment

(4)	In Autodesk Maya, maps which let you add true dimensions to a surface at render time is .... map.

(*a*)	Displacement

(*b*)	Bump

(*c*)	Specular

(*d*)	Reflection

(5)	In Autodesk Maya, a light which imitates rectangular neon light source is .... light.

(*a*)	Spot

(*b*)	Area

(*c*)	Volume

(*d*)	Ambient

(6)	The process of combining visual elements from separate sources into single image is called ....

(*a*)	Editing

(*b*)	Compositing

(*c*)	Extracting

(*d*)	Exporting

(B) Answer the following questions in *one* sentence : 3

    (1) Give any *two* examples of 3D Animation software.

    (2) What do you mean by shading in Autodesk Maya ?

    (3) What type of communication barrier can be caused when a person from Bihar communicates with a person in Goa ?

(C) Answer the following questions in **2-3** sentences : 4

    (1) Define the following terms related to computer :

        (*a*) Pixel

        (*b*) Resolution

    (2) Give any *two* uses of Autodesk Maya software.

2. (A) Choose and write the *correct* alternative from the options given below : 3

    (1) In Autodesk Maya, rendering method which uses computers video card and drivers installed on the machine to render images to disc is ....

        (*a*) Maya Software

        (*b*) Maya Hardware 2.0

        (*c*) Maya Hardware

        (*d*) Maya Vector

(2) In Autodesk Maya, a light which is emitted in all directions is

.... light.

   (a) Point

   (b) Directional

   (c) Ambient

   (d) Area

(3) In Autodesk Maya, map which is used to apply the illusion of

structure to a textured surface is .... map.

   (a) Color

   (b) Transparency

   (c) Displacement

   (d) Bump

(4) In Autodesk Maya, scaling in all directions at once is

.... scaling.

   (a) Universal

   (b) Component

   (c) Uniform

   (d) Parametric

(5) The 3D view of your shot in Autodesk Maya is .... view.

    (*a*)   Front

    (*b*)   Perspective

    (*c*)   Right

    (*d*)   Top

(6) Basic shapes like cubes, spheres, cylinders that act as building blocks to create a project are known as .... shapes.

    (*a*)   Primitive

    (*b*)   Drawing

    (*c*)   Creative

    (*d*)   Projecting

(B) Answer the following questions in *one* sentence :   3

(1) What are the things you can do during rendering process in Autodesk Maya ?

(2) Define Animation.

(3) Frame a sentence containing an adjective and a verb in it.

(C) Answer the following questions in **2-3** sentences :   4

(1) What would you do to make your digital presentation attractive ?

(2) Read below given sentences and write their kinds :

    (*a*)   Will you be able to reach there on time ?

    (*b*)   Go and collect the parcel from the bus stand.

3. (A) Answer the following questions in *one* sentence : 3

    (1) Using below table, write the formula to find out the average of the student :

	A	B	C	D	E
1	Stud. Name	Exam 1	Exam 2	Average	
2	Darshan	13	18		
3					

    (2) What is Interactive Photorealistic Rendering in Autodesk Maya ?

    (3) Define Personality.

(B) Answer the following questions in **2-3** sentences : 4

    (1) Depict with a diagram the opening of camera shutter when the given Aperture value is $f/1.4$ and $f/22$.

    (2) What are you going to do to create toxic free homes ?

(C) Answer the following questions in not less than *five* sentences each : 3

Explain any *three* transformation tools of Autodesk Maya.