

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

1. (a) Explain the selection filters and select button to select objects.
(b) Write down the steps to select objects through Edit menu.
2. Explain the process of setting Rendering control, display properties and Bone Properties.
3. Explain aligning objects and align commands for Align normal and Align to view.
 - (a) Arc
 - (b) Star
 - (c) Helix and
 - (d) Selection
4. Explain the shape primitives in following 2D drawing

5. Explain the Light types in detail. Give the significance of each type.
6. Write down the steps to create and Position Light objects.
7. Explain the process of animating through time slider with example.
8. Explain animation with constraint and control in 3 ds Max.
9. Explain the common parameters in Render scene dialog box.
10. Explain the process of creating and animating Biped using Character Studio.