



# ADITYA DEGREE COLLEGES: AU REGION

## IV-SEMESTER - MID - I - EXAMINATIONS

Date: 05-02-2025

Max. Marks : 60

Time : 3 Hrs

Course & Subject: Animation - Introduction 3D

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### SECTION - A

I. Answer any 5 the questions:

5 x 4 = 20 M

1. Write about edge loop and usage
2. Explain about Polygon Primitives and types
3. What is Gizmo and usage
4. Explain the uses of outliner in maya with shortcuts
5. What is 'Sweep Mesh' and explain usage
6. Difference between NURBS and Poly modeling
7. Elaborate the uses of world axis and object axis of a object
8. Explain about Gizmo pivot changing for any object and Snapping Concept

### SECTION - B

II. Answer all the questions:

4 X 10 = 40 M

9. a) Explain about Auto Desk Maya Interface Using Diagram.

(or)

b) Explain about polygon Modeling and types of polygons.

10.a) Brief setting up your project using diagram.

(or)

b) Write about what is mesh and brief combine concept, Separate, Conform, fill Hole.

11.a) Explain about types of curves and brief each and every

(or)

b) How to convert nurbs to polygon and polygon to nurbs in maya

12.a) Explain types of modeling. Like curve and polygon

OR

b) What is shelf editor ? and explain how create a custom shelf editor

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