



Date: . 2025

ADITYA DEGREE COLLEGES

◆ ANDHRA PRADESH ◆

I MID - IV SEMESTER EXAMINATIONS

BSc-ANIMATION - INTRODUCTION TO 3D

Max. Marks : 60 M

Time : 2 Hours

SECTION-A

Answer ALL the Questions:

4X10= 40M

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

OR

- b) Explain about polygon Modeling and types of polygons.

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

OR

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

3. 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

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

OR

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

SECTION-B

Answer any FOUR Questions:

4X5= 20M

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