

Total No. of printed pages = 2

19/5th Sem/DAMT501

2021

### LIGHTING IN ANIMATION

Full Marks – 100

Time – Three hours

The figures in the margin indicate full marks for the questions.

Answer any *five* questions.

1. (a) What is Three-point lighting ? 5  
(b) Describe Three-point lighting techniques using Maya software. Explain your answer with proper diagrams. 12+3=15
2. What are the different types of lights in Autodesk Maya ? Describe Maya lights with proper illustrations. 5+15=20
3. What is CG Lighting and Rendering ? Describe the importance of lighting in CGI animation films. 5+15=20

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4. (a) What is *Material Attribute Editor* in Autodesk Maya ? How material is important in lighting a scene ? 3+7=10
- (b) Describe *Material Attribute of Specular shading* in *Ai Standard Surface*. 10
5. Describe the lighting workflow for a night scene in an urban interior room space. Use appropriate diagrams to explain your answer. 20
6. Write short notes on the following : 5×4=20
- (a) Maya outliner.
- (b) Material Attribute editor in Maya.
- (c) Hypershade.
- (d) Skydome light.

