Total number of printed pages: 1

Programme- Diploma

Semester- 5th

Paper Code- DAMT501

2022

Lighting in Animation

Full Marks: 100

Time: Three hours

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

*Answer **any five** questions.*

***INSTRUCTIONS*:**

- ***Illustrate your answers with suitable sketches and examples wherever necessary.***

1. **a.** What is *Three-point* lighting? Describe *Three-point* lighting techniques using Maya software. Explain your answer with proper diagrams. 2+6+2=10

b. Explain different types of lights in Autodesk Maya with proper illustrations. 10

2. **a.** What is *Atmosphere Volume* in 3D lighting? Describe the use of *Atmosphere Volume* and its characteristics. 5+5=10

b. What is *Skydome Light*? Describe the advantage and disadvantages of using *Skydome Light* to create a 3D lighting scene. 2+8= 10

3. **a.** What are the differences between 3D *Lighting* and *Rendering*? 5
b. Describe the correlation of 3D *texturing* and *lighting*. 5
c. How *Ai Standard Surface* material is different from *Blinn* material. 5
d. Describe the 'Specular shading attributes' of the *Ai Standard Surface* material. 5

4. **a**. what is *light filter* in Autodesk Maya? Explain different *light filters* and their function to create any 3D lighting scene. 2+8= 10
b. Explain any *four* different types of *Texture Maps* and their application. 10

5. What are the *three* major steps involved in making a 3D animation movie? Describe the role that a *Lighting Artist* plays in producing better 3D environment. 20

6. Write all the short notes (Each carrying 5 marks) 5x4=20

a) Maya outliner.
b) Light-linking.
c) Ai Gobo.
d) Maya Hypershade.