

Total number of printed pages: 1

**Programme-Diploma**

**Semester-5<sup>th</sup>**

**Paper Code-DAMT501**

**2024**

**Lighting in Animation**

*Full Marks: 100*

Time: Three hours

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

*Answer any five questions.*

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**Question No.1**

- A. What is the function of a *spot light* in 3D lighting? Discuss the differences between *cone angle*, *penumbra angle*, and *dropoff*. 2+8=10
- B. What are the differences between the *Outliner* and *Hypershade* in Maya? Discuss the importance of *Hypershade* in 3D Lighting and rendering. 4+6=10

**Question No.2**

- A. What is atmospheric volume lighting? Discuss the application of atmospheric volume lighting using *Maya* software. 2+8=10
- B. Explain the function of the *Physical Skye light* in 3D lighting. Describe all the attributes of *Physical Skye light* with proper illustrations. 2+8=10

**Question No.3**

- A. What is the Use of *Light Filters* in 3D Lighting? Explain the Various Attributes of *aiLightDecay*. 2+8=10
- B. What is *cast shadow*? Explain the differences between *radius* and *sample* settings in relation to cast shadows. 2+8=10

**Question No.4**

- A. What are the different types of lights in Autodesk Maya? Explain each type with diagrams. 2+8=10
- B. What is 3-Point Lighting in Maya? Explain Each Light Setup and Its Technical Attributes with Diagrams. 4+6=10

**Question No.5**

Discuss the major steps involved in creating *3D animation movies*. Explain the role and importance of a lighting artist in enhancing 3D environments. 20

**Question No.6.** Write all the short notes (*Each carrying 5marks*)

**5x4=20**

- A. Ai AtmosphereVolume
- B. Skydome Light
- C. Hypershade.
- D. Lighting and Rendering.