
Paper IV — STUDIO MAX

Time : Three hours**Maximum : 100 marks****Answer any FIVE questions.****Each question carries equal marks.****(5 × 20 = 100)**

1. Explain the following :
 - (a) Creating Primitive Objects.
 - (b) Architectural Primitive Objects.
2. Explain about Object Properties and Hidden and Freezing Objects.
3. Describe how to use various snap options in 3D Studio Max.
4. Explain about Deformation Painting.
5. Discuss the following :
 - (a) Creating a Camera object.
 - (b) Creating and Positioning Light Objects.

6. Explain about Light Tracing and Lighting Radiosity.

7. (a) Discuss the use of the Track Bar in 3D studio Max.

(b) Write short notes on : The Copy Controller and Paste Controller Buttons.

8. Describe the following operations in 3D studio Max :

(a) Editing time

(b) Editing curves.

9. Explain about the Rendering Menu and Render Parameters.

10. Describe in detail, Network Rendering System.
