



C20-AMT-AMG-405

7509

BOARD DIPLOMA EXAMINATION, (C-20)

OCTOBER/NOVEMBER—2023

DAMT – FOURTH SEMESTER EXAMINATION

3D LIGHTING AND RENDERING TECHNIQUES

Time : 3 Hours]

[Total Marks : 80

PART—A

3×10=30

- Instructions :** (1) Answer **all** questions.
(2) Each question carries **three** marks.
(3) Answers should be brief and straight to the point and shall not exceed five simple sentences.

1. List the types of Maya lights.
2. What is rendering in lighting?
3. What is 3-point lighting? State the need of it.
4. What is caustic in Maya?
5. What is meant by render passes? State its need.
6. How to make a physical sky in Maya?
7. What is batch rendering?
8. Write the steps to use environmental fog in V-ray lighting.
9. What is V-ray bump material?
10. What is the use of V-ray?

- Instructions :** (1) Answer **all** questions.
(2) Each question carries **eight** marks.
(3) Answers should be comprehensive and criterion for valuation is the content but not the length of the answer.

11. (a) Explain any four common light attributes.

(OR)

(b) Explain the concept of negative lights with suitable examples.

12. (a) Explain about camera settings.

(OR)

(b) Explain the concept of light fog and light glow.

13. (a) Explain the concept of global illumination.

(OR)

(b) Explain about the diagnose photon in mental ray lighting.

14. (a) Explain about the physical sky in mental ray rendering.

(OR)

(b) Explain about the HDRI setup.

15. (a) Explain about the render elements in V-ray lighting.

(OR)

(b) Explain about the V-ray bump materials with examples.

PART—C

10×1=10

- Instructions :** (1) Answer the following question.
(2) The question carries **ten** marks.
(3) Answer should be comprehensive and the criterion for valuation is the content but not the length of the answer.

16. Explain about Maya exposure with examples.

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