Dr. Babasaheb Ambedkar Open University
Term End Examination July – 2018

Course	:	**BCAMUL**	**Date**	:	**23/7/2018**
Subject Code	:	**BCAMUL-206(Animation)**	**Time**	:	**11:00am to 02:00pm**
Subject Name	:	**Usage of Photoshop**	**Duration**	:	**03 Hours**
			Max. Marks	:	**70**

Section A

Answer the following (Attempt any three) **(30)**

1. How to create Finger, Muscle, Palm both front and back, Hands, Torso
2. Describe Bump Map, Glossiness, Shininess and Opacity in detail
3. Explain broadly about Skin, Wrinkles, Skin patches, Skin Marks, Child Eye, with appropriate example.
4. Discuss about 3D Panel to Adjust Lighting and Surface Texture in detail.
5. Explain Merging Two-Dimensional Layers onto 3D Layers.

Section B

Answer the following (Attempt any four) **(20)**

1. Write short note on Importing 3D Files
2. List out steps of Energy Blast Effect apply on image
3. Write short note on Manipulating 3D Objects.
4. How to create Marble Stone and Rough Stone explain in detail.
5. Explain : Vertex style and Volume style
6. Short note on : Whooshing Sky and Day time Sky

Section C

Part – A (Multiple Choice Questions) **(10)**

1 PNG : _____.

A Portable Network Graphics B Portable Next Graphics
C Portable Node Graphics D None of these

2 JPEG : _____.

A Joint Photographic Experts Group B Joint Photographic Export Group
C Joint Photographic Extra Group D Joint Photographic Express Group

3 KMZ stands for _____.

A Keyhole Mask Language-Zipped B Keyhole Markup Language-Zipped
C Keyhole Mode Language-Zipped D Keyhole Molk Language-Zipped

4 The Texture files will be saved as _____ files along with the 3D file

A .psd B .pdb
C .psb D .tsb

5 Opacity Scale value range is _____.

A 0-10 B 0-100
C 1-10 D 1-100

6 Photoshop file extension is _____.

A .jpg B .png
C .psd D .gif

7 GIF : _____.

A Graphics Interchange Format B Graph Interact Format
C Graph Interchange Format D None of these

8 Bitmap: also called as -

A Bit pixel B Bit Pixel
C Pix map D Byte Pixel

9 Grayscale has total_____ Color.

A 64 B 125
C 256 D 512

10 U3D : _____.

A Unit 3D B Unified 3D
C Universal 3D D Unique 3D

Part – B (Do as Directed) (10)

1 Define : Reflection
2 _____ Extension is for COLLADA.
3 Formica: Take an old file in Photoshop with 720*640 Pixels dimension. (TRUE/FALSE)
4 Shadows: This is to remove the backside faces coming in the final output. (TRUE/FALSE)
5 DAE full form.
6 Tilt B: This is used for tilting the plane in horizontal direction. (TRUE/FALSE)
7 What is Depth Map?
8 Bounding Box: This option is used for getting final rendered output in bounding box of the selected object.
9 Mural Texture: We are taking the following image to create a Mural texture out of it. (TRUE/FALSE)
10 3D Roll Tool: This tool is used for rolling a 3D object in the file area in all three dimensions. (TRUE/FALSE)