



UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION SEMESTER I SESSION 2010/2011

COURSE NAME : 3D MODELLING AND ANIMATION
COURSE CODE : DIT 3223 / DAT 32203
PROGRAMME : 3 DIT
EXAMINATION DATE : NOVEMBER/DECEMBER 2010
DURATION : 2½ HOURS
INSTRUCTION : ANSWER ALL QUESTIONS.

THIS PAPER CONSISTS OF THREE (3) PAGES

Instruction: Answer **ALL** questions.

- Q1**
- (a) Explain what is meant by an object's poly count and its importance in low-poly modelling. (3 marks)
 - (b) Explain the relationship between poly count and level of detail. (4 marks)
 - (c) Explain how poly count and level of detail may work together in achieving greater performance and scene appearance. (4 marks)
 - (d) State **TWO (2)** ways a user can maintain object's planarity in low-poly modelling. (4 marks)
- Q2**
- (a) Describe **THREE (3)** elements that form a colour. (9 marks)
 - (b) Not all colours in the real-world can be duplicated by the RGB and HSV models despite the millions of colours available. Discuss the reasons behind this statement. (6 marks)
- Q3**
- (a) Describe **THREE (3)** light sources used in 3D modelling. (9 marks)
 - (b) Explain what projection mapping is (with appropriate figure). (6 marks)
- Q4**
- (a) Explain each of the following camera movements:
 - (i) Pan
 - (ii) Tilt
 - (iii) Tracking
 - (iv) Dollying(8 marks)
 - (b) Suggest **ONE (1)** suitable scene for each camera movement in **Q4 (a)**. (4 marks)
 - (c) Differentiate between *Pan* and *Tracking*. (3 marks)

Q5 Given the following figures:

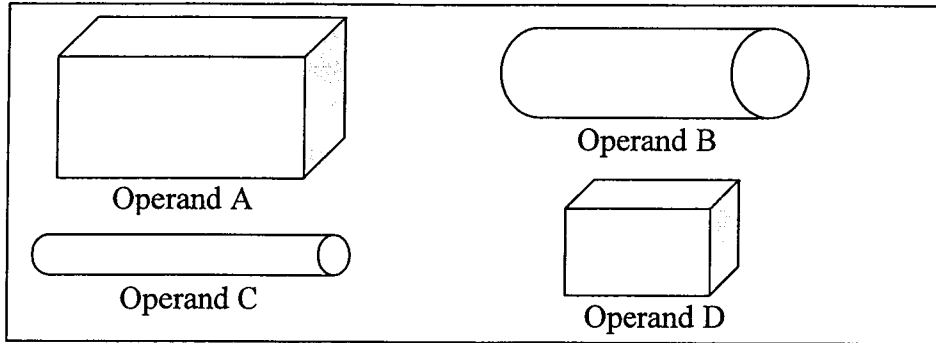


Figure Q5 (a)

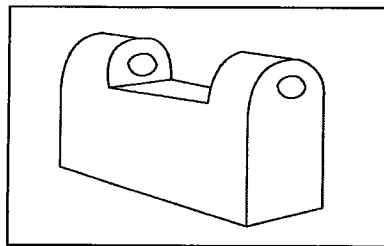


Figure Q5 (b)

- (a) Discuss the concept of 3D Booleans. (3 marks)
- (b) Sketch a detailed step by step operation to create an object in **Figure Q5 (b)** from the operands in **Figure Q5 (a)**. (12 marks)
- (c) Explain your steps in **Q5 (b)**. (5 marks)

Q6 Given the following figure:

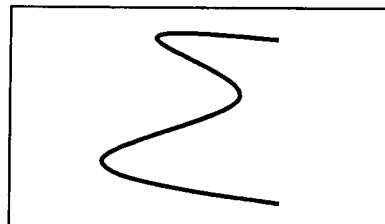


Figure Q6

- (a) Explain the concept of *Lathe* or *Lathing*. (3 marks)
- (b) Draw the result if the following techniques are applied to the spline in **Figure Q6**:
 - (i) Sweep
 - (ii) Lathe(5 marks)
- (c) Describe **THREE (3)** types of *lathe* with appropriate figures. (12 marks)