

SULIT



KEMENTERIAN PENDIDIKAN TINGGI
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI

BAHAGIAN PEPERIKSAAN DAN PENILAIAN
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI
KEMENTERIAN PENDIDIKAN TINGGI

JABATAN TEKNOLOGI MAKLUMAT DAN KOMUNIKASI

PENILAIAN AKHIR

SESI I: 2024/2025

DFG40333 : 3D MODELING AND ANIMATION

TARIKH : 20 NOVEMBER 2024

MASA : 2.00 PETANG – 5.00 PETANG (3 JAM)

Kertas ini mengandungi **EMPAT (4)** halaman bercetak.
Bahagian A: Struktur (3 soalan)

Dokumen sokongan yang disertakan : Tiada

JANGAN BUKA KERTAS SOALAN INI SEHINGGA DIARAHKAN

(CLO yang tertera hanya sebagai rujukan)

SULIT

PRACTICAL TEST: 50 MARKS**INSTRUCTION:**

This section consists of **THREE (3)** questions. Answer **ALL** questions.

QUESTION 1

- CLO1 (a) Build a wine cup as illustrated in Figure 1(a) with NURBs curve editing technique.

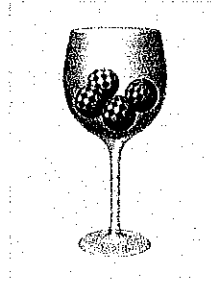


Figure 1(a)

[10 marks]

- CLO1 (b) Display a glass look material to the wine cup.

[5 marks]

- CLO1 (c) Perform rendering techniques and save the scene file as Question01.mb, Question01.fbx and the image file as Question01.jpeg.

[5 marks]

QUESTION 2

- CLO1 (a) Display a new spotlight for a polygon sphere that will act as key light with the following details and save the scene file as Question02(a).mb.
- light position (x, y, z) = (-0.5, 5, 15); target = inside the pawn
 - intensity = 1.5;
 - color (H, S, V) to (60, 0.134, 1)
 - Cone Angle = 20; Penumbra Angle= 25; Drop-off = 0.25

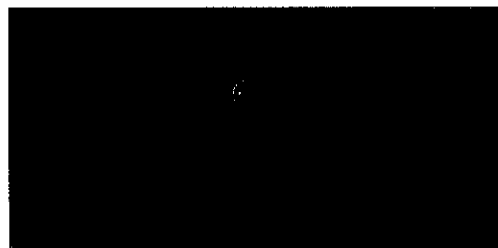


Figure 2(a)

[5 marks]

CLO1

- (b) Manipulate lights that form shadows as illustrated in Figure 2(a) and save the scene file as Question02(b).mb.

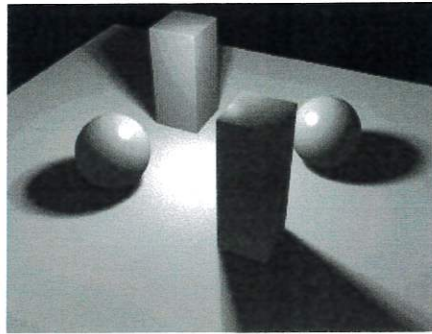


Figure 2 (b)

[5 marks]

CLO1

- (c) Perform rendering techniques and save the image file as Question02(a).jpg and Question02(b).jpg accordingly.

[5 marks]

QUESTION 3

CLO1

- (a) Build a door with the X, Y and Z scale of the cube to 0.5, 5 and 3 respectively and the pivot point of the cube onto one of the edges along Y-axis.

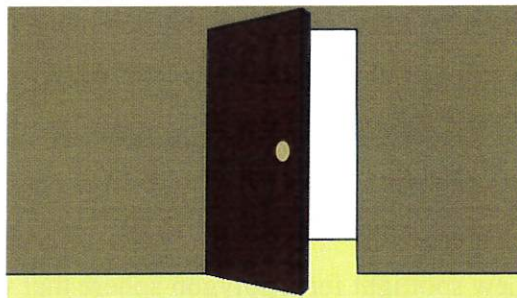


Figure 3 (a)

[5 marks]

CLO1

- (b) Manipulate the animation of the door swinging open and close over 30 frames by setting 3 or more key frames.

[5 marks]

CLO1

- (c) Perform rendering techniques and save the scene file as Question03.mb, Question03.fbx and Question03.avi.

[5 marks]

Save all files in a compressed (zipped) folder. Rename the folder with your matric no and name (28DDT21FXXXX_XXXX). Submit your file through DFG40333 3D Modeling and Animation google classroom.

SOALAN TAMAT