

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS**

Term-End Theory

December, 2013

BNMI-008 : LOOK DEVELOPMENT

Time : 1½hours

Maximum Marks : 30

Note : Attempt ALL questions.

The following section is objective questions. Please tick the right answers. Each question carries 1 mark.

1. To create a geometry using 'Planar', curve has to be closed/form a closed region.
 - (a) True
 - (b) False
2. 'Knots' in the curves are also known as :
 - (a) Curve Points
 - (b) Control Vertices
 - (c) Edit Points
3. You can close a single surface by _____ command.
 - (a) Edit NURBS → Attach Surface
 - (b) Edit NURBS → Open/Close surfaces
 - (c) Edit NURBS → Stitch

4. Soft selection works by maintaining a fall off from the selected components to the components around your selection to create smooth transitions.
- (a) True
 - (b) False
5. To use a 'Bi-rail 2 Tool', which of the following is required ?
- (a) 1 Profile Curve, 2 Rail Curves
 - (b) 2 Profile Curves, 1 Rail Curve
 - (c) 2 Profile Curves, 2 Rail Curves
6. 'Hull' components in NURBS is useful -
- (a) To show order of CV's
 - (b) To show the shape of CV's
 - (c) To select an entire row of CV's
 - (d) All of the above
7. Default short cut for smooth mesh preview is :
- (a) Key '2'
 - (b) Key '3'
 - (c) Key '4'
8. The _____ feature lets you remove unwanted geometry from a polygon mesh.
- (a) Cleanup
 - (b) Remove
 - (c) Clear

9. 'Create Polygon Tool' allows you to _____.
- (a) Add a new polygon in a scene
 - (b) Attach a new polygon to existing mesh
 - (c) Both the above
10. You can split a polygon edge into two or more edges using the _____ feature.
- (a) Edit Mesh > Add Divisions
 - (b) Edit Mesh > Detach Component
 - (c) Edit Mesh > Add Loop
11. '5' is the hotkey used for -
- (a) To see mesh in shaded and textured mode
 - (b) Too see mesh in wireframe mode
 - (c) To see mesh in shaded and non-textured mode
12. You can create a hole in a selected polygon face in the shape of a second face using the _____.
- (a) Make Hole Tool
 - (b) Cut Mesh
 - (c) Split Mesh
13. Displacement in Maya can be converted into Polygons.
- (a) True
 - (b) False

14. Import as layer loads a saved model into the scene and stores it as a layer on the active object in MUDBOX.
 - (a) True
 - (b) False

15. While converting from polygons to subdiv, following geometry is not allowed in a polygon mesh.
 - (a) Non-Manifold Geometry
 - (b) Planar Geometry
 - (c) Non-Planar Geometry

Answer the below questions in brief (min 5 lines) each question carries 5 marks each :

1. Explain Soft Selection or Boolean Operation in Maya.
 2. Differentiate between 'Smooth' and 'Soften Edge'. And also mention uses of both.
 3. Explain normal mapping technique in detail. Explain how to export maps from mudbox and implement it in Maya.
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