

01514

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

December, 2013

BNMI-010 : CHARACTER SETUP

Time : 1½ hours

Maximum Marks : 30

Note : Attempt ALL questions.

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

1. Which of the following is not a material editor in Maya ?
 - (a) Hypergraph
 - (b) Hypershade
 - (c) Multilister

2. 'PSD' texture can be converted into layered texture.
 - (a) True
 - (b) False

3. Which of the following is not a UV mapping technique in Maya ?
 - (a) Automatic Mapping
 - (b) Create UV's based on camera
 - (c) Angular Mapping

4. UV mapping is not required for NURBS surfaces.
 - (a) True
 - (b) False

5. Which of the following Mental Ray Shader can create realistic glass/water surface ?
 - (a) DGS Material
 - (b) Mia_material
 - (c) Dielectric material

6. Which of the following utility lets you repeat the texture in alternative manner ?
 - (a) 2D Placement
 - (b) 3D Placement
 - (c) Projection

7. The _____ feature lets you to move the selected UV's and stitch them to their adjacent pieces.
 - (a) Move UV shell Tool
 - (b) Sew UV Edges
 - (c) Move and Sew UV edges.

8. A process of storing colour information onto Polygon Vertices is known as :
 - (a) Transfer Maps
 - (b) Baking
 - (c) UV mapping

9. Which of the following utility lets you create variations in double float attribute ?
- (a) Double Switch
 - (b) Double Profile
 - (c) Double Field
10. _____ alter the surface of the geometry to simulate 3D surface details into a texture map.
- (a) Displacement map
 - (b) Normal Map
 - (c) Bump map
11. Which of the following shader you will use to create 2D imagery ?
- (a) Shading Map
 - (b) Surface shader
 - (c) Both the above
12. Which of the following attribute gives the material an ability to reflect light in all directions ?
- (a) Incandescence
 - (b) Diffuse
 - (c) Translucence
13. What is the short key for connecting nodes with their default attributes ?
- (a) Ctrl + MMB drag
 - (b) Alt + MMB drag
 - (c) Ctrl + RMB drag

14. Which of the following shader gives 'Cosine Power' attribute to control the amount of specular appearing on the shader ?
- (a) Phong
 - (b) Blinn
 - (c) Anisotropic
15. A render pass which contains only diffuse and ambient information is known as :
- (a) Colour Pass
 - (b) Beauty Pass
 - (c) Diffuse Pass

Answer the below questions in brief. Each question carries 5 marks.

1. Differentiate between procedural mapping and file mapping. Mention two procedural maps and two file maps available in Maya.
2. Define the following maps (Any Two).
 - (a) Beauty Pass
 - (b) Colour Pass
 - (c) Normal Pass
 - (d) Ambient Occlusion Pass
3. Mention any 3 UV mapping techniques available in Maya and explain them in brief.
