BNMI-010

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination

00300   December, 2014

BNMI-010 : CHARACTER SETUP

Time : 1 $\frac{1}{2}$ hours   *Maximum Marks : 30*

(Weightage 30%)

Note : Attempt *all* questions.

The following section has objective type questions. Please select the correct answer. Each question carries 1 mark.

1. _____ scales the UVs of the selected faces to within the 0 to 1 texture space.

    (a)   Normalize

    (b)   Unitize

    (c)   Relax

2. Light falling on a _____ surface is first absorbed beneath the surface, and then diffused in all directions.

    (a)   Transparent

    (b)   Refractive

    (c)   Translucent

3. Which attribute in Maya Shader controls the size of shiny highlights on the surface ?

   (a) Specular Roll Off

   (b) Eccentricity

   (c) Reflectivity

4. What is the IOR (Index of Refraction) value of diamond ?

   (a) 1·87

   (b) 2·41

   (c) 3·325

5. Self-illuminated objects are able to catch any shadows.

   (a) True

   (b) False

6. _____ shader is used for linear highlights.

   (a) Phong E

   (b) Anisotropic

   (c) Blinn

7. _____ textures project through objects.

   (a) 2D

   (b) 2.5D

   (c) 3D

8. In _____ node you can set many blend modes.

   (a)   Blend Colors

   (b)   Layered Texture

   (c)   Sampler Info

9. _____ separates UVs along the selected edges, creating borders.

   (a)   Cut UV Edges

   (b)   Split UVs

   (c)   Create Border

10. Which of the following tools manipulates the layout of UVs as a group, by letting you create a lattice around the UVs for deformation purposes ?

   (a)   UV Smudge Tool

   (b)   UV Lattice Tool

   (c)   Move UV Shell Tool

11. Which of the following attributes controls the specularity focus in Phong E Shader ?

   (a)   Highlight Size

   (b)   Whiteness

   (c)   Roughness

12. In Maya UV texture coordinates can be created based on the current view.

   (a)   True

   (b)   False

13. By default 'Reflectivity' can be rendered with Maya Software Renderer.

   (a)   True

   (b)   False

   (c)   Maya Software Renderer doesn't support reflectivity at all

14. The _____ filter type provides the best quality to cost ratio in File Texture Node. With the default settings, this filtering scheme provides crisper details than mipmap, at a reasonable cost.

   (a)   Quadratic

   (b)   Quartic

   (c)   Anisotropic

15. _____ emulates the shadows produced by an overcast sky – it brings out cracks and crevices while keeping the lighting soft throughout the scene.

   (a)   Ambient Color

   (b)   Physical Sun and Sky light

   (c)   Ambient Occlusion

*Answer **all** the questions given below. Each question carries 5 marks.*

16. Differentiate between Lambert and Phong Shader. Give two different real world examples for each shader.

17. Define any *two* of the following maps. How can they be used in a composition ?

(a) Diffuse Pass

(b) Ambient Occlusion Pass

(c) Opacity Pass

(d) Shadow Pass

18. Write down the process on unwrapping a face in brief. Mention every step from creating the UV layout to exporting the UV layout.