BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

December, 2015

BNMI-008 : LOOK DEVELOPMENT

00221

Time : 1½ hours   Maximum Marks : 30

Note :   Attempt **all** questions.

The following section has objective questions. Tick the correct answer. Each question carries **1** mark.

1.   _____ are three-dimensional geometric   **1**
         shapes that can be created in Maya.
         (a)   Primitives
         (b)   Objects
         (c)   Tools

2.   A normal is a theoretical line that is perpendicular   **1**
         to the surface of a polygon.
         (a)   True
         (b)   False

3.   Using _____ format a model with hard   **1**
         edges and creases can be imported in mudbox.
         (a)   .obj
         (b)   .ma
         (c)   .fbx

4. Smooth mesh preview quickly shows you how a   1
   polygon mesh will appear when smoothed ?

   (a) True

   (b) False

5. A _____ surface allows you to subdivide   1
   specific region of a polygon mesh.

   (a) subdivision

   (b) mesh divide

   (c) mesh select

6. The _____ feature lets you chamfer or   1
   round the edges of a polygon mesh.

   (a) Bevel

   (b) Chamfer

   (c) Round

7. _____ removes a vertex and creates a   1
   chamfered corner.

   (a) Chamfer vertex

   (b) Split vertex

   (c) Delete vertex

8. The _____ lets you automatically create a   1
   three or more sided faces to fill an open area on a
   polygon mesh.

   (a) Caps

   (b) Fill holes

   (c) Create Polygon

9. Which of the following is not a boolean operation ?   **1**
   (a) Union
   (b) Difference
   (c) Intersection

10. The _____ lets you remove unwanted geometry from a polygon mesh.   **1**
    (a) Clean up feature
    (b) Clear
    (c) Mirror geometry

11. _____ creates duplicate of the selected polygons mirrored across an axis.   **1**
    (a) Flip Geometry
    (b) Mirror Geometry
    (c) Mirror Mesh

12. You can use _____ to create controlled strokes as you sculpt or paint.   **1**
    (a) Curves
    (b) Splines
    (c) Shapes

13. By default mudbox saves a file in _____ format.   **1**
    (a) .mud
    (b) .max
    (c) .ma

14. In mudbox you can save a camera view for using it later.   **1**
    (a) True
    (b) False

15. Which of the following command stitch multiple **1**
    NURBS surfaces together ?
    (a) Global stitch
    (b) Stitch surface
    (c) Stitch edge

16. Answer the following questions in brief. Each
    question carries **five** marks.
    (a) Explain the difference between 'MASK' and **5**
        'FREEZE' in mudbox.
    (b) Explain the difference between normal map **5**
        and displacement map.
    (c) Explain the difference between 'duplicate' **5**
        and 'duplicate special' in Maya.

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