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**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS****Term-End Theory****December, 2015****BNMI-010 : CHARACTER SETUP***Time : 1½ hours**Maximum Marks : 30*

Note : *Attempt all questions.*

The following section has objective questions. Tick the right answers. Each question carries 1 mark.

1. _____ feature lets you see whether any UVs or UV shells overlap when viewed in the UV Texture Editor. 1
 - (a) Sew UVs
 - (b) Shade UVs
 - (c) Unfold UVs

2. _____ only works properly on a single object at a time. 1
 - (a) Projection Mapping
 - (b) Spherical Mapping
 - (c) Automatic Mapping

3. _____ in Maya is used for extra control over the way color changes with light and view angle. 1
 - (a) Anisotropic Shader
 - (b) Surface Shader
 - (c) Ramp Shader

4. _____ let you create the appearance of variations in the material qualities of the surface by combining two or more material nodes that each have their own qualities. 1
- (a) Shading Map
 - (b) Layered Shaders
 - (c) Use Background
5. Stucco is a _____ node in Maya. 1
- (a) 3D Texture
 - (b) 2D Texture
 - (c) Image Texture
6. _____ texture consists of a plane and a sky plane and provides a simple but effective environment to simulate reflections off chrome surfaces. 1
- (a) Env Chrome
 - (b) Env Sphere
 - (c) Env Sky
7. _____ are gray scale textures you map to objects to create true surface relief on it otherwise flat object. 1
- (a) Normal Map
 - (b) Displacement Maps
 - (c) Bump Map
8. In Maya to place 3D textures on NURBS surfaces, one need to use _____. 1
- (a) Interactive Placement
 - (b) Texture Placement
 - (c) Label Mapping

9. _____ in UV Texture Editor automatically untangles and evens out the spacing between UV texture coordinates. 1
- (a) Unfold
 - (b) Relax
 - (c) Flip
10. File textures that are used for bump mapping are usually connected via their _____ attribute. 1
- (a) Out Alpha
 - (b) Out Color
 - (c) Alpha Gain
11. You can create custom shadow and reflection passes with the _____ material which catches shadow and, or reflections. 1
- (a) Shading Map
 - (b) Phong
 - (c) Use Background
12. _____ determines the degree to which a surface reflects its surroundings. 1
- (a) Refractivity
 - (b) Reflectivity
 - (c) Reflected color
13. After you create a final layout of your UVs in the UV Texture Editor, you can export an image of the UV shells using _____. 1
- (a) UV Image
 - (b) UV Snapshot
 - (c) UV Layout

14. Which of the below Volumetric Material in Maya has color Ramp attributes ? 1
- (a) Volume Fog
 - (b) Atmospheric Fog
 - (c) Light Fog

15. _____ utility in shader networks is capable of acting one way in one set of circumstances and another way in a different set of circumstances. 1
- (a) Condition
 - (b) Multiply Divide
 - (c) Reverse

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

16. Differentiate between the Displacement Map and Bump Map. 5
17. Explain the process of creating the below : 5
- (a) Glass Shader
 - (b) Metallic Shader
18. Explain the process of creating a Layered Shader for a Brick wall having Graffiti on it. 5
