BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

□□ZZZ   **December, 2016**

BNMI-010 : CHARACTER SETUP

Time : 1 ½ hours   *Maximum Marks : 30*

Note : *Attempt all questions.*

The following section has objective type questions. Choose the right answer. Each question carries 1 mark.

1. Some of the most basic attributes of materials include colour, transparency and _____ .   *1*

   (a) shine

   (b) texture

   (c) translucency

2. In Maya, you create surface detail with textures connected to the material of objects as _____ .   *1*

   (a) surface maps

   (b) colour maps

   (c) texture maps

3. Shading networks are designed as a data flow network, where data streams from the _____ side of the network towards a final shaded result that emerges from the right node. *1*

   (a) bottom

   (b) left

   (c) top

4. The _____ material lets you use an image to specify surface relief on objects in your scene. *1*

   (a) surface

   (b) displacement

   (c) volumetric

5. The Layered Shader has an attribute called _____ that causes the shader type to layer materials or layer textures. *1*

   (a) compositing flag

   (b) layering flag

   (c) blending flag

6. _____ textures project through objects, like veins in the marble or wood. *1*

   (a) 2D

   (b) 2·5D

   (c) 3D

7. 3D procedural textures ignore UV coordinates. *1*

   (a) True

   (b) False

8. File textures are _____ scanned from photographs taken with a digital camera. *1*

   (a)   bitmaps

   (b)   movies

   (c)   files

9. _____ technique lets you use either a mask file or a colour key to remove a part of the texture. *1*

   (a)   Normal mapping

   (b)   Projection mapping

   (c)   Stencil mapping

·10. _____ are greyscale textures you map to objects to create true surface relief. *1*

   (a)   Bump maps

   (b)   Displacement maps

   (c)   Normal maps

11. The soft highlights on Blinn surfaces are less likely to exhibit roping or flickering for thin highlights than the harder highlights on _____ surfaces. *1*

   (a)   Phong

   (b)   PhongE

   (c)   Anisotropic

12. Specular highlights depend directly on the _____, not the position of the light.   *1*

(a) view

(b) angle

(c) intensity

13. _____ is the colour and brightness of light that a material appears to be emitting.   *1*

(a) Ambient colour

(b) Self-illumination

(c) Incandescence

14. UVs act as marker points that control which points on the textures map correspond to which _____ on the mesh.   *1*

(a) vertices

(b) polygons

(c) edges

15. Planar mapping typically gives _____ UV shells.   *1*

(a) overlapping

(b) normalized

(c) flatten

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

16. What is the difference between Bump Map and Normal Map ? Give an example for both.　　5

17. Explain the following utilities available in Maya (any *two*) :　　5

    (a) Surface Luminance

    (b) Sampler Info

    (c) Blend Colours

18. Explain the following UV mapping techniques in brief with examples (any *two*) :　　5

    (a) Planar Mapping

    (b) Automatic Mapping

    (c) Camera based UV Mapping

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