

00485

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

**Term-End Theory Examination
December, 2018**

BNMI-008 : LOOK DEVELOPMENT

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

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

- 1. Vertices, edges and _____ are the basic components of polygons. 1
 - (a) polygons
 - (b) faces
 - (c) meshes

- 2. Maya does not support the creation of polygons with more than four sides. 1
 - (a) True
 - (b) False

- 3. In Maya, normals are used to determine the _____ of a polygon face. 1
 - (a) orientation
 - (b) direction
 - (c) translation

4. The Poly Count display only counts _____ objects. 1
(a) NURBS
(b) Polygon
(c) Visible
5. _____ boolean operations let you combine objects to make shapes. 1
(a) Two
(b) Three
(c) Four
6. You can construct faces between pairs of _____ edges using Bridge feature. 1
(a) border
(b) adjacent
(c) similar
7. Multiple polygons can be split by one split line. 1
(a) True (b) False
8. The _____ feature lets you chamfer or round the edges of a polygon mesh. 1
(a) Soft Edge
(b) Chamfer
(c) Bevel
9. To apply Fill Hole tool the open area must be surrounded by _____ border edges. 1
(a) open
(b) closed
(c) adjacent

10. You can duplicate an isoparm of NURBS surface and use it as a _____ deformer for the surface. 1
- (a) wire
 - (b) path
 - (c) line
11. You can draw curves by placing control vertices, or _____. 1
- (a) edit faces
 - (b) edit edges
 - (c) edit points
12. Vertex normals are usually computed from the _____ normals, so they are affected as well. 1
- (a) face
 - (b) poly
 - (c) mesh
13. In Mudbox _____ stroke is a tool property that helps to produce smoother strokes when sculpting or painting. 1
- (a) lazy
 - (b) steady
 - (c) crazy
14. In Mudbox, selection sets appear in the _____ list. 1
- (a) Object
 - (b) Geometry
 - (c) Demo

15. Sculpt layers of Mudbox Let you organize your sculpting and combine forms and details in a _____ manner. 1
- (a) destructive
 - (b) non-destructive
 - (c) additive

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

1. Explain the differences between bump map and normal map in depth with examples. 5
2. Explain the functionality of Bridge and Merge tool in Maya with examples. 5
3. Explain the process of sculpting a Human Torso in Mudbox. The process should include the base model creation in Maya, sculpting inside Mudbox and Map extraction from Mudbox. 5
