BNMI-010

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

December, 2018

BNMI-010 : CHARACTER SETUP

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. In Maya, _____ material nodes help you to   1
    define how surfaces react to light.
    (a) surface
    (b) displacement
    (c) lambert

2. _____ is the only way you can apply more   1
    than one material to a NURBS surface.
    (a) Single Sided Material
    (b) Double Sided Material
    (c) Multi Sided Material

3. Layered shaders render more slowly than other   1
    materials.
    (a) True
    (b) False

4.   _____ textures project through objects, like   1
        veins in marble or wood.
        (a)   2D
        (b)   3D
        (c)   4D

5.   You _____ use any existing Adobe   1
        Photoshop file as a texture in Maya.
        (a)   can
        (b)   can not
        (c)   can sometimes

6.   Procedural textures are _____ by default.   1
        (a)   fixed in size
        (b)   not tileable
        (c)   tileable

7.   Texture filtering is an _____ technique used   1
        to refine file textures.
        (a)   anti-smoothing
        (b)   anti-filtering
        (c)   anti-aliasing

8.   The process of creating explicit UVs for a surface   1
        mesh is called UV _____.
        (a)   planning
        (b)   mapping
        (c)   making

9.   The UV Texture Editor Lets you view the   1
        _____- dimensional UV mesh on its own or
        in relation to the image texture.
        (a)   two
        (b)   three
        (c)   four

10. The working area of the grid begins at _____ 1
    and extends to _____.
    (a) 1, 0
    (b) 0, 1
    (c) 0, 10

11. You can create multiple arrangements of UV 1
    texture coordinates for a surface mesh by using
    UV _____.
    (a) links
    (b) groups
    (c) sets

12. Planar mapping typically gives overlapping UV 1
    shells.
    (a) True   (b) False

13. Delete UVs removes UV texture coordinates from 1
    the selected _____.
    (a) edges
    (b) faces
    (c) vertices

14. The initial (default) shading group uses a special 1
    _____ surface material.
    (a) Lambert
    (b) Blinn
    (c) Phong

15. The IOR (Index of refraction) value of water is 1
    _____.
    (a) 1.33
    (b) 1.66
    (c) 1.99

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

16. What is the difference between Phong and Anisotropic Shader in Maya ? Give examples for both. **5**

17. Explain the following utilities available in Maya with examples : **5**
    (a) Sampler Info
    (b) Blend Colors

18. Explain the following UV mapping process in brief with examples : **5**
    (a) Automatic Mapping
    (b) Spherical Mapping

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