

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS**

Term-End Theory

00051

June, 2012

BNMI-008 : LOOK DEVELOPMENT

Time : 1½hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt all questions.

**The following section is objective questions.
Please tick the right answers. Each question
carries 1 mark.**

1. A _____ is a theoretical line that is perpendicular to the surface of a polygon.
 - (a) Normal
 - (b) Perpendicular
 - (c) Mirror

2. A *face loop* is a path of polygon faces that are connected in sequence by their shared edges.
 - (a) True
 - (b) False

3. Pre-defined 3D geometric shapes are called _____ in Maya.
- (a) *Primitives*
 - (b) *Objects*
 - (c) *Meshes*
4. The Duplicate Face feature lets you copy one or more polygon faces in a mesh.
- (a) True
 - (b) False
5. Converting polygon faces to _____ is a quick way to ensure non-planar faces render properly.
- (a) Triangles
 - (b) Quads
 - (c) Pentagons
6. You can select boundary edges of a model and merge them (or sew them) to create one common edge using the Merge Edge Tool.
- (a) True
 - (b) False
7. You can construct faces between pairs of border edges using the Bridge feature.
- (a) True
 - (b) False

8. You can combine two or more polygon meshes into one polygon object using the Combine feature.
- (a) True
 - (b) False
9. You can select and then disconnect faces from a polygon mesh using the _____ feature.
- (a) Mesh > Extract
 - (b) Mesh > Construct
 - (c) Mesh > Connect
10. Splitting a vertex that is shared lets you separate the edges of the faces so you can create an opening in a polygon mesh or divide the polygon mesh altogether.
- (a) True
 - (b) False
11. The Insert Edge Loop Tool lets you select and then split the polygon faces across either a full or partial edge ring on a polygonal mesh.
- (a) True
 - (b) False

12. The _____ feature lets you automatically create a three or more sided face to fill an open area on a polygon mesh.
- (a) Fill Hole
 - (b) Close Hole
 - (c) Close Mesh
13. Edges in Polygon Mesh appear soft in shaded mode by doing the following operation :
- (a) Select the edges and choose Normals > Soften Edge.
 - (b) Select the mesh and select Display > Polygons > Vertex Normals.
 - (c) Select the vertices and choose Normals > Vertex Normal Edit Tool.
14. The Slide Edge Tool lets you reposition a selection of edges or entire edge loops on a polygon mesh. You can slide an edge along its shared perpendicular edges or in the direction of the shared vertex normals.
- (a) True
 - (b) False
15. You can use the Wedge Face feature to extrude a face to quickly create :
- (a) Arches in buildings
 - (b) A Character Face
 - (c) A Character Palm

**Answer the below questions in brief
(min 5 lines) Each question carries 5 marks .**

Explain the following :

1. State the difference between Grouping and Parenting in Maya

 2. Map Extraction Operation or Image Browser
(in MUDBOX)

 3. Function of Add New Subdivision Level
(in MUDBOX)
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