

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

**Term-End Theory**

**00373**

**June, 2012**

**BNMI-010 : CHARACTER SETUP**

*Time : 1½ hours*

*Maximum Marks : 30*

*(Weightage 30%)*

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*Note : Attempt all questions.*

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

1. Which of the following shaders have the Specular information ?
  - (a) Blinn Shader
  - (b) Lambert Shader
  - (c) Surface Shader
  
2. Which of the following is not a type of 3D textures ?
  - (a) Snow
  - (b) Water
  - (c) Stucco

3. Which of the following utility combo creates Double sided material ?
  - (a) Multiply Divide Utility and Reverse Utility
  - (b) Sampler Info Utility and Condition Utility
  - (c) Blend Colors Utility and Stencil Utility
  
4. Which of the following mapping techniques is available, when you map a 2D Texture ?
  - (a) Tracing Map
  - (b) Stencil Map
  - (c) Abnormal Map
  
5. Which of the following is not a type of Utility Node in MAYA ?
  - (a) Multiply Divide
  - (b) Plus Minus Average
  - (c) Square Root
  
6. Which attribute of *placement 2D texture utility* specifies how many copies of the texture map are mapped within the coverage area along the U and V directions ?
  - (a) Wrap UV
  - (b) Repeat UV
  - (c) Rotate UV
  
7. Which of the following action you cannot perform through NURBS Texture Placement tool ?
  - (a) Surface Placement
  - (b) Surface Generate
  - (c) Label Mapping

8. Which of the following is the type of Render Layer Presets available in Maya ?
- (a) Translucence
  - (b) Translucence Depth
  - (c) Translucence focus
9. From the following maps given, which one is a procedural map.
- (a) File 2D Texture
  - (b) Movie 2D Texture
  - (c) Ramp 2D Texture
10. Which of the following utility consists of 'facing ratio' and 'flipped normal' attribute ?
- (a) Sampler Info Utility
  - (b) Surface Luminance Utility
  - (c) Condition Utility
11. Which of the following Toon Shading attribute, you can paint through Paint Line Attributes' ?
- (a) Line Width
  - (b) Line Height
  - (c) Subtraction lines
12. Which of the following map you cannot generate through Maya Transfer Maps Tool ?
- (a) Displacement Map
  - (b) Diffuse Map
  - (c) Light Map

13. Which of the following pass emulates the shadows produced by the overcast sky, it adds soft shadow to your scene ?
- (a) Z - depth Pass
  - (b) Ambient Occlusion Pass
  - (c) Diffuse Pass
14. Which of the following is not a type of mental ray photonic materials available in Maya ?
- (a) DGS material
  - (b) Ocean Shader
  - (c) Dielectric material
15. Which of the following is not a type of volumetric materials ?
- (a) Light Fog
  - (b) Particle Cloud
  - (c) Use Background

**Answer the below questions in brief. Each question carries *five* marks.**

1. What is the Difference between Displacement Material and Volumetric Materials ? Give any two examples of volumetric materials available in Maya.

2. Define the following utilities available in Maya  
(*Any Two*).
    - (a) 2d Placement
    - (b) Condition Utility
    - (c) Sampler Info
    - (d) Double Switch
  
  3. Explain the use of UV Texture Editor Window.  
Define *any two* of the following UV Editing Tools.
    - (a) Unfold
    - (b) Layout
    - (c) Move and Sew UV edge
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