

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

Term-End Theory

June, 2013

BNMI-008 : LOOK DEVELOPMENT

Time : 1½hours

Maximum Marks : 30

Note : Attempt ALL questions.

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

1. An edge loop is a path of polygon edges that are connected in sequence.
(a) True (b) False

2. Which of the following is not a primitive in Maya ?
(a) Geosphere
(b) Helix
(c) Prism

3. NURBS stands for _____ .
(a) Non Universal Reverse Bidirectional Spline
(b) New Uniform Reverse Bezier Spline
(c) Non Uniform Rational Basis Splines

4. To create rounded corners on a rectangular curve, which of the following command should be used ?
- (a) Cut Curve
 - (b) Curve Fillet
 - (c) Insert Knot
5. The Duplicate Face feature lets you copy one or more polygon faces in a mesh.
- (a) True
 - (b) False
6. To create a patch out of 4 adjacent curves, which of the following tool/command can be used ?
- (a) Bi-Rails
 - (b) Boundary
 - (c) Square
 - (d) All of the above
7. You can construct faces between pairs of border edges using the Bridge feature.
- (a) True
 - (b) False
8. Out of the below mentioned which is not a Boolean option in Maya.
- (a) Union
 - (b) Subtraction
 - (c) Difference
 - (d) Intersection

9. You can separate two or more polygon meshes using the "Separate" feature.
(a) True (b) False
10. 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
11. By default, 'smooth' feature in Polygons let you divide the geometry exponentially.
(a) True (b) False
12. In Mudbox, _____ is required to use 'Projection' Paint Tool.
(a) Stamp
(b) Falloff
(c) Stencil
13. In Subdiv surfaces, 'Partial Crease' feature allows you to create crisp sharp edge.
(a) True (b) False
14. In Mudbox, which of the shortcut is used to change the strength of a brush ?
(a) 'S' (b) 'U' (c) 'M'

15. To extract a face from any polygon mesh, which of the following command is useful ?
- (a) Extract
 - (b) Detach Component
 - (c) Poke Face

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

1. Explain **any two** of the following features in brief.
- (a) Conform
 - (b) Soften Edge
 - (c) Cleanup
 - (d) Booleans
 - (e) Bevel
2. Differentiate between 'Subdiv Proxy' and 'Smooth'.
3. Explain Normal Maps, Displacement Maps and Bump Maps.
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