

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

Term-End Theory

00712

June, 2013

BNMI-010 : CHARACTER SETUP

Time : 1½ hours

Maximum Marks : 30

Note : Attempt ALL questions.

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

1. A phenomenon in which light ray deviates through transparent or semi-transparent medium is called as _____.
 - (a) Reflection
 - (b) Refraction
 - (c) Specular

2. Which of the following is a type of 3D textures ?
 - (a) Mountain
 - (b) Water
 - (c) Stucco

3. 'Use Background' shader is used to _____.
- (a) Create backgrounds in a scene
 - (b) Create textures using background in the scene
 - (c) Create shadows on the background in a scene
4. Layered Shader can also be used as layered texture.
- (a) True
 - (b) False
5. Which attribute of placement 2D texture utility repeats the texture in alternate manner ?
- (a) Wrap UV
 - (b) Offset UV
 - (c) Stagger
6. 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
7. Which of the following is the type of Render Layer Presets available in Maya ?
- (a) Translucence
 - (b) Translucence Depth
 - (c) Translucence Focus

8. From the following maps given, which one is not a procedural map ?
- (a) Movie 2D Texture
 - (b) Fractal 2D Texture
 - (c) PSD File 2D Texture
9. Which of the following utility has the 'First Term' and 'Operation' attributes ?
- (a) Sampler Info
 - (b) Reverse
 - (c) Condition
10. Which of the following is not a 'fill shader' in Toon shading ?
- (a) Light Angled Two Tone
 - (b) Solid Colour
 - (c) 4 Tone Shader
11. What does IPR mean ?
- (a) Interactive Photorealistic Rendering
 - (b) International Pixar Renderer
 - (c) Inter Particle Rendering

12. Which of the following feature can be used for simplified UV spacing ?
- (a) Relax
 - (b) Flip
 - (c) Align
13. Which of the following pass emulates the shadows produced by the overcast sky and 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 material available in Maya ?
- (a) DGS material
 - (b) mib_glossy_reflection
 - (c) mis_layered_shader
15. In the UV texture Editor, UV maps can be placed any co-ordinate system.
- (a) True
 - (b) False

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

1. What is the Difference between 2D Textures and 3D Textures in Maya ? Give any two examples of both.

 2. Explain the following utilities available in Maya (*Any two*).
 - (a) Sampler Info
 - (b) Triple Switch
 - (c) Stencil
 - (d) Height Field

 3. Explain the following UV mapping techniques in brief.
 - (a) Planer Mapping
 - (b) Automatic Mapping
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