

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

Term-End Theory

June, 2014

BNMI-010 : CHARACTER SETUP

Time : 1½ hours

Maximum Marks : 30

Weightage : 30%

Note : Attempt ALL questions.

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

1. IOR (Index of refraction) value of water
 - (a) 1.31
 - (b) 1.33
 - (c) 1.15

2. In Maya Hypershade which one is the non procedural texture ?
 - (a) Checker
 - (b) Mountain
 - (c) File

3. 'Layered Shader' is used to _____.
 - (a) Blend between two textures
 - (b) Blend between to images
 - (c) Combine two or more materials node

4. While creating PSD network 'Eccentricity' channel available for Phong Shader.
 - (a) True
 - (b) False

5. Incandescent object do not illuminate other object.
 - (a) True
 - (b) False

6. _____ gives the material the ability to transmit and diffuse light.
 - (a) Transparency
 - (b) Translucence
 - (c) Refraction

7. _____ attaches UVs along the selected borders, but does not move them together in the texture editor view.
 - (a) Merge UV
 - (b) Stitch UV
 - (c) Sew UV

8. UVs exist to define a two-dimensional texture coordinate system, called _____.
 - (a) UV Texture Space
 - (b) UV Work Space
 - (c) UV Image Space

9. Displacement mapped subdivision surface can't be converted into polygons to see the tessellation triangles.
 - (a) True
 - (b) False

10. Normal mapping results are not visible in the scene view.
- (a) True
 - (b) False
11. _____ controls the size of shiny highlights on the surface.
- (a) Eccentricity
 - (b) Specular Roll Off
 - (c) Glossiness
12. Which of the following feature can be used for simplified UV spacing ?
- (a) Relax
 - (b) Flip
 - (c) Align
13. _____ are grayscale textures you map to objects to create the illusion of surface relief.
- (a) Normal Maps
 - (b) Bump Maps
 - (c) Displacement Maps
14. In _____ layers can be blended with those below them using the Texture Blend attribute
- (a) Layered Shader
 - (b) Blend Color
 - (c) Layered Texture
15. Ambient Occlusion Map can have colour values.
- (a) True
 - (b) False

Answer the below questions. Each question carries 5 marks.

1. What is the difference between Procedural Texture and Non-Procedural Texture in Maya ? Give a examples for both.

 2. Explain the following utilities available in Maya (**Any Two**).
 - (a) Blend Colors
 - (b) Surface Luminance
 - (c) Reverse
 - (d) Sampler Info

 3. Explain the following UV mapping techniques in brief with examples (**Any Two**)
 - (a) Cylindrical Mapping
 - (b) Spherical Mapping
 - (c) Create UVs based on camera
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