

00173

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

**Term-End Theory Examination
June, 2017**

BNMI-008 : LOOK DEVELOPMENT

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

The following section has objective type questions.
Select the right answer. Each question carries
1 mark.

1. _____ tool lets two vertex combine. 1
 - (a) Merge
 - (b) Merge to center
 - (c) Bridge

2. Which is not a primitive in Maya out of the following ? 1
 - (a) Pipe
 - (b) Prism
 - (c) Ball

3. NURBS stands for : 1
 - (a) Non-Union Reverse Bidirectional Spline
 - (b) New Uniform Reverse Bezier Spline
 - (c) Non-Uniform Rational Bezier Spline

4. A point in 3D space is called Dot. 1
(a) True
(b) False
5. _____ tool is used to place an object. 1
(a) Align tool
(b) Place tool
(c) Replace tool
6. The Duplicate Face feature lets you delete one or more faces in the mesh. 1
(a) True
(b) False
7. _____ is not the Vector that defines the dimension of a 3D-scene. 1
(a) W
(b) X
(c) Y
8. _____ unifies the direction of the surface normals for a selected polygons mesh. 1
(a) Set - to - face
(b) Average normals
(c) Conform
9. _____ command smooths the mesh by moving vertices. 1
(a) Chamfer vertices
(b) Average vertices
(c) Smooth vertices

10. Normal is a theoretical line that is perpendicular to the surface of a polygon. 1
(a) True
(b) False
11. _____ command is used for polygon face related operations. 1
(a) Duplicate
(b) Poke
(c) All the above
12. _____ command is used to fill open geometry. 1
(a) Fill hole
(b) Fill gaps
(c) Fill mesh
13. A line connecting two vertices is called Edge. 1
(a) True
(b) False
14. To move more than 1 vertex without selecting it can be done by _____ selection. 1
(a) Group
(b) Soft
(c) Quad
15. A polygon face requires _____ vertex for its construction. 1
(a) 1
(b) 2
(c) 3

Answer the following questions. Each question carries 5 marks.

16. Explain the project curve on mesh steps in Maya. 5
 17. Explain the process of map extraction in mudbox (Normal map). 5
 18. Explain the process of sculpting in mudbox. 5
-