

00393

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

Term-End Theory Examination

June, 2017

BNMI-010 : CHARACTER SETUP

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. In Maya, you create surface detail with textures connected to the material of objects as _____. 1
 - (a) surface maps
 - (b) texture maps
 - (c) object maps

2. A _____ is a collection of connected rendering nodes that defines how colors and textures contribute to the final look of surfaces. 1
 - (a) shading network
 - (b) texture network
 - (c) map network

3. You can assign a shader to _____ on a polygonal surface. 1
- (a) edges
 - (b) vertices
 - (c) faces
4. When you first create an object, Maya assigns a special version of the _____ material by default. 1
- (a) Blinn
 - (b) Lambert
 - (c) Phong
5. You can use Layer shaders when you want to use more than one material for an object. 1
- (a) True
 - (b) False
6. _____ textures wrap around an object, like gift wrapping. 1
- (a) 2D
 - (b) 2.5D
 - (c) 3D
7. _____ textures are bitmaps scanned from photographs. 1
- (a) Image
 - (b) Bitmap
 - (c) File

8. You create a _____ map which lets you make parts of an object opaque, semi-transparent or entirely transparent. 1
(a) Opacity
(b) Transparency
(c) Visibility
9. _____ is the most computationally expensive of the three common materials: Lambert, Phong and Blinn. 1
(a) Lambert
(b) Phong
(c) Blinn
10. You can create custom shadow and reflection passes with the _____ material. 1
(a) Use Background
(b) Use Shadow
(c) Use Reflection
11. If the material has specular highlights the transparency settings do affect the highlights. 1
(a) True
(b) False
12. Real reflections are only calculated during _____ 1
(a) rendering
(b) raycasting
(c) raytracing
13. _____ mapping creates several UV maps in pieces or shells in texture space. 1
(a) Automatic
(b) Realtime
(c) Multi

14. UVs are viewed and edited in the 2D view of the _____ 1
- (a) Texture Map Editor
 - (b) UV Map Editor
 - (c) UV Texture Editor
15. You can export an image of the UV shells using UV _____ 1
- (a) Capture
 - (b) Snapshot
 - (c) Export

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

1. Differentiate between Lambert and Blinn Shaders. Give two different real world examples for each shader. 5
2. Define **any two** of the following passes. How can they be used in a composition? 5
- (a) Diffuse Pass
 - (b) Ambient Occlusion Pass
 - (c) Key Light Pass
3. Write down the process of unwrapping a hand model in brief. Mention every step from creating UV layout to exporting the UV layout. 5