

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

00433

June, 2018

BNMI-008 : LOOK DEVELOPMENT

Time : 1 $\frac{1}{2}$ hours

Maximum Marks : 30

Note : Attempt *all* questions.

SECTION A

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

1. The interior region of the polygon is called the _____ 1
(a) Face
(b) Polygon
(c) Mesh

2. Polygon meshes normally share the _____ and edges that are common between the individual faces. 1
(a) polygons
(b) points
(c) vertices

3. A normal is a theoretical line that is _____ to the surface of a polygon. 1
- (a) parallel
 - (b) perpendicular
 - (c) attached
4. You can display the polygon count for the polygon objects in your scene using the _____. 1
- (a) Polydgon Display
 - (b) Looks Up Display
 - (c) Heads Up Display
5. After performing a Boolean operation, the original objects cannot be selected in the scene. 1
- (a) True
 - (b) False
6. You can only merge edges that are part of the _____ polygon mesh. 1
- (a) equal
 - (b) duplicate
 - (c) same
7. A polygon is split only if the split line crosses _____ of its edges. 1
- (a) two
 - (b) three
 - (c) four
8. The _____ tool lets you select and then split the polygon faces across either a full or partial edge ring on a polygonal mesh. 1
- (a) Cut Polygon
 - (b) Split Polygon
 - (c) Insert Edge Loop

9. The _____ feature lets you automatically create a three or more sided face to fill an open area on a polygon mesh. 1
- (a) Fill Hole
 - (b) Fill Gap
 - (c) Fill Polygon
10. NURBS are useful for constructing many types of _____ 3D forms. 1
- (a) inorganic
 - (b) organic
 - (c) metallic
11. NURBS surfaces are intrinsically four-sided _____ that do not allow for the creation of holes. 1
- (a) patches
 - (b) polygons
 - (c) faces
12. Deleting _____ on a polygonal object with animated vertex tweaks will result in the loss of the animation on the tweaks. 1
- (a) faces
 - (b) meshes
 - (c) history
13. Mudbox is designed for manipulating digital surfaces in a/an _____ manner. 1
- (a) inorganic
 - (b) organic
 - (c) spatial

14. In Mudbox, the _____ curve determines how the tool strength diminishes from the center towards its outer edge. 1
- (a) fall in
 - (b) fall out
 - (c) fall off
15. Mudbox works with models that use _____ as the underlying surface type. 1
- (a) NURBS
 - (b) Polygons
 - (c) Subdiv

SECTION B

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

16. Explain the differences between normal map and displacement map in depth with appropriate example. 5
17. Explain the process of sculpting a face model in Mudbox. The process should include the base model creation in Maya, sculpting inside Mudbox and map extraction from Mudbox. 5
18. Explain the functionality of Split Polygon tool and Extrude tool in Maya with example. 5