

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

Term-End Theory Examination

00493

June, 2018

BNMI-010 : CHARACTER SETUP

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

Maximum Marks : 30

Note : Attempt *all* questions.

SECTION A

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

1. In Maya, material nodes define how surfaces react to _____ . 1
 - (a) Water
 - (b) Light
 - (c) Shadow

2. The _____ material lets you use an image to specify surface relief on objects in your scene. 1
 - (a) bump
 - (b) lambert
 - (c) displacement

3. You can apply layer shaders when you want to use more than one material for an object. 1
- (a) True
 - (b) False
4. _____ textures wrap around an object. 1
- (a) 2D
 - (b) 3D
 - (c) 4D
5. Environment textures are commonly used as _____ for objects. 1
- (a) cover
 - (b) foregrounds
 - (c) backgrounds
6. In Maya, _____ textures are bitmaps scanned from photographs. 1
- (a) File
 - (b) Bitmap
 - (c) Image
7. In Maya, _____ procedural textures ignore UV coordinates. 1
- (a) 2D
 - (b) 3D
 - (c) 4D
8. Normal mapping results are visible in the scene view of Maya. 1
- (a) True
 - (b) False

9. Texture mapping process of polygon and subdivision surfaces in Maya _____ to/from how you texture NURBS surfaces. 1
- (a) is similar
 - (b) is opposite
 - (c) differs
10. The UV Texture Editor displays a _____ for marking the texture space for UVs. 1
- (a) plane
 - (b) grid
 - (c) shell
11. UV points have interconnecting lines that form a shape, called a UV _____. 1
- (a) mesh
 - (b) net
 - (c) shell
12. _____ mapping creates several UV map pieces or shells in texture space. 1
- (a) Automatic
 - (b) Planar
 - (c) Spherical
13. The 2D representation of UVs _____ be displayed in the Maya scene views. 1
- (a) can
 - (b) can not
 - (c) is possible to

14. _____ is the most computationally expensive material among the following three common materials : 1
- (a) Lambert
 - (b) Phong
 - (c) Blinn
15. The IOR (Index of Refraction) value of AIR is _____ 1
- (a) 0
 - (b) 1
 - (c) 1.1

SECTION B

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

16. What is the difference between Lambert and Blinn shader in Maya ? Give examples for both. 5
17. Explain the following utilities available in Maya : 5
- (a) Surface Luminance
 - (b) Reverse
18. Explain the following UV mapping techniques in brief with examples : 5
- (a) Planar Mapping
 - (b) Create UVs based on Camera