BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination, 2019

BNMI-008 : LOOK DEVELOPMENT

Time : 1½ Hours]   [Maximum Marks : 30

Note : Attempt all Sections.

SECTION-A

Note : Objective Type Questions. Select the correct answer. Each question carries 1 mark :

1.   Mental ray supports free-form curves and surfaces in Non-uniform Rational B-spline (NURBS)   [1]

    (a)   True

    (b)   False

2.   Volume light can be used as a negative light (to remove or decrease illumination) or to lighten up shadows.   [1]

    (a)   True

    (b)   False

3. If a single UV is required to move so precisely, that it matches a particular location on the texture map _____.

[1]

(a) Select on Image range (Image > Image range).

(b) Select on Pixel snap (Image > Pixel snap).

(c) Select on Image ratio (Image > Image ratio).

(d) None of the above

4. In Maya, one of the following is a shadow type : [1]

(a) Light map shadow

(b) Height map shadow

(c) Ray map shadow

(d) Depth map shadow

5. How many standard light types does Maya have ? [1]

(a) 4 Lights

(b) 5 Lights

(c)   6 Lights

(d)   8 Lights

6.   To remove the highlights from a Blinn material you should
do the following inside the light source :   [1]

(a)   Check the 'Remove Highlight' check box

(b)   Uncheck the 'Emit Diffuse' check box

(c)   Uncheck the 'Emit specular' check box

(d)   Put the specular Roll off attribute to zero

7.   The term used to describe the process of assigning a
light source to illuminate a specific object in Maya :   [1]

(a)   Light assigning

(b)   Light matching

(c)   Light linking

(d)   Light baking

8.   One of the following attributes set is not available for you
to control on the optical FX tab, when you activate the
light show effect on a light source inside Maya :   [1]

(a) Glow attributes

(b) Visibility attributes

(c) Halo attributes

(d) Lens flare attributes

9. _____ is used to project UV maps on ball shaped objects. [1]

(a) Spherical mapping

(b) Cylindrical mapping

(c) Planer mapping

(d) Projection

10. Which of the following term in Maya is used to describe an object's substance or building material like color, transparency and shine ? [1]

(a) Texture

(b) A Building Network

(c) A Shader

(d)   A Hyper Material

11.   One of the following software helps in creating and
       adjusting colors for Textures :   [1]

       (a)   Adobe Photoshop

       (b)   Real Flow

       (c)   Texturizer

       (d)   CG Textures

12.   Combine color map with transparency map to create a
       label that can be applied to surface :   [1]

       (a)   Stencil map

       (b)   Directional light

       (c)   Haders

       (d)   Uniform scaling

13.   Which of the following light imitates theatrical type light
       that can be focused also :   [1]

       (a)   Point light

(b)   Spot light

(c)   Directional light

(d)   Area light

14.   Which editor is used to create, edit, connect Rendering nodes such as Textures, material lights, Rendering utilities and special effects ?   [1]

(a)   Hyper shade

(b)   Hyper graph

(c)   Dope sheet

(d)   Graph editor

15.   A container that has either a shader, Material or texture etc. is called _____.   [1]

(a)   Hierarchies

(b)   Nodes

(c)   Compositing

(d)   Surface shader

SECTION-B

Note : Answer the following questions in brief. Each question carries **5** mark.

16. Define 3 point lighting. Make an illustration showing the position of lights for single model. [5]

17. What do you understand by Term Mapping ? How is the Texture placed on different shapes like plane, cylinder and sphere ?

18. What does UV stand for in 3D modelling ? Explain in brief.

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