

**BACHELOR OF ARTS IN 3D ANIMATION AND  
VISUAL EFFECTS****Term-End Theory Examination, 2019****BNMI-010 : CHARACTER SETUP****Time : 1½ Hours]****[Maximum Marks : 30****Note : Attempt all questions.****Note :** The following section has Objective Type Questions.

Select the correct answer. Each question carries 1 mark.

1. The soft highlights on Blinn surfaces are less likely to exhibit roping or flickering for thin highlights than the harder highlights on \_\_\_\_\_ surfaces.
  - (a) Lambert
  - (b) Phong
  - (c) Anisotropic
  
2. \_\_\_\_\_ is the colour of light that a material appears to be emitting.
  - (a) Incandescence

- (b) Ambient colour
  - (c) Self Illumination
3. Planar mapping typically gives \_\_\_\_\_ UV shells.
- (a) normalized
  - (b) flattern
  - (c) overlapping
4. Specular highlights depend directly on the \_\_\_\_\_, not the position of the light.
- (a) view
  - (b) angle
  - (c) intensity
5. UVs act as marker points that control which points on the texture map correspond to which \_\_\_\_\_ on the mesh.
- (a) polygons
  - (b) edges
  - (c) vertices

6. 3D textures project through objects, like veins in marble of wood.
- (a) True
  - (b) False
7. File textures are \_\_\_\_\_ scanned from photographs, taken with a digital camera.
- (a) movies
  - (b) bitmaps
  - (c) files
8. \_\_\_\_\_ are grayscale textures you map to objects to create true surface relief.
- (a) Bump maps
  - (b) Normal maps
  - (c) Displacement maps
9. 3D procedural textures ignore UV coordinates.
- (a) True
  - (b) False

10. \_\_\_\_\_ technique lets you use either a mask file or a colour key to remove part of the texture.
- (a) Stencil map
  - (b) Projection mapping
  - (c) Normal mapping
11. The Layered Shader has an attribute called \_\_\_\_\_ that causes the shader type to layer materials or layer textures.
- (a) layering flag
  - (b) compositing flag
  - (c) blending flag
12. Shading networks are designed as a data flow network, where data streams from the \_\_\_\_\_ side of the network toward a final shaded result that emerges from the right node.
- (a) top
  - (b) bottom
  - (c) left

13. Some of the most basic attributes of materials include colour, transparency and \_\_\_\_\_.
- (a) transparency
  - (b) shine
  - (c) translucency
14. The \_\_\_\_\_ material lets you use an image to specify surface relief on objects in your scene.
- (a) surface
  - (b) volumetric
  - (c) displacement
15. In Maya, you create surface detail with textures connected to the material of objects as \_\_\_\_\_.
- (a) texture maps
  - (b) colour maps
  - (c) surface maps

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

16. What is the difference between normal map and displacement map ? Give an example for both. [5]
17. Explain the following materials available in Maya (**Any Two**) :
- (a) Lambert
  - (b) Blinn
  - (c) Phong
18. Explain the following UV mapping techniques in brief with examples (**Any Two**) :
- (a) Spherical mapping
  - (b) Cylindrical mapping
  - (c) Automatic mapping

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