

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

**Term-End Theory                      00418**  
**December, 2011**

**BNMI-008 (F2F) : LOOK DEVELOPMENT**

*Time : 1.5 hours*

*Maximum Marks : 30*

*(Weightage 30%)*

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*Note : Attempt ALL questions.*

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**The following section is objective questions.  
Please tick the right answers. Each question  
carries 1 mark.**

1. Which of the following is not the sub component of NURBS Curve ?
  - (a) Edit point
  - (b) Curve point
  - (c) Anchor point
  
2. What is used to examine the structure and components of the scene hierarchy, display shape nodes, connections, and attributes, select and rename an object ?
  - (a) Outliner
  - (b) Attribute Editor
  - (c) Relationship Editor

3. \_\_\_\_\_ is a specific position in 3D space used as a reference for the transformations of objects, particularly for rotations.
- (a) Pivot Point
  - (b) Control Vertex
  - (c) Axis
4. A curved line, made up of segments and defined by control points is called \_\_\_\_\_ .
- (a) Spline
  - (b) Perpendicular
  - (c) Isometric line
5. Which of the below tool that transfers surface characteristics from one surface to a texture map on another.
- (a) Transfer Map
  - (b) UV Editor
  - (c) 3D paint tool
6. \_\_\_\_\_ mapping creates UVs for an object based on a cylindrical projection shape that gets wrapped around the mesh.
- (a) Cylindrical Mapping
  - (b) Spherical Mapping
  - (c) Automatic Mapping Planar Mapping

7. The \_\_\_\_\_ lets you create and edit UV sets for multiple polygon meshes simultaneously. UV Set Editor
- (a) UV Editor
  - (b) Texture Editor
  - (c) Photo Editor
8. \_\_\_\_\_ is not the vector that defines the dimensions of a 3D-scene.
- (a) W
  - (b) X
  - (c) Y
9. Is a coordinate system for 2D surfaces, used to identify locations when projecting a texture map onto an object.
- (a) XYZ Axis
  - (b) UV coordinate
  - (c) Z coordinate
10. The proportions of an image expressed as the ratio between the horizontal and vertical dimensions.
- (a) Aspect Ratio
  - (b) Image Size
  - (c) Render Ratio

11. In NURBS surface modeling CV stands for \_\_\_\_\_ .
- (a) Control Vertices
  - (b) Central Vertices
  - (c) Control Vector
12. \_\_\_\_\_ is a free platform-independent 3D authoring and interchange format that provides access to 3D content from most 3D vendors and platforms.
- (a) Autodesk FBX
  - (b) Obj export
  - (c) .ma
13. An Image Plane is a 2D object that enables the placement of an image file into a view.
- (a) True
  - (b) False
14. The \_\_\_\_\_ displays all objects within the 3D View available for viewing, selecting, and editing.
- (a) Object List
  - (b) Image Browser
  - (c) Layer
15. What is the maximum texture size created in Mudbox ?
- (a) 4k
  - (b) 3k
  - (c) 1k

**16. Answer the below questions in brief. Each question carries 5 marks each.**

- (a) Proprocess of **Poly Cleanup** in Maya.
  - (b) Difference between **Duplicate Special** and **Duplicate with Transform D** in Maya.
  - (c) Difference between **Parent** and **Group** in Maya.
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