BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory   00762

June, 2011

BNMI-010 (F2F) : CHARACTER SETUP

Time : 1.5 hours   *Maximum Marks : 30*

(Weightage 30%)

Note :   *Attempt **ALL** questions.*

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

1.   Which of the following shader in Maya doesn't have specular information ?
     (a)   Blinn shader
     (b)   Lambert shader
     (c)   Anisotropic shader material

2.   Which shader type uses the cosine power attribute to control its specular size ?
     (a)   PHONG
     (b)   Blinn
     (c)   Anisotropic

3. Which of the following is not a 3D texture node ?
   (a) Granite
   (b) Leather
   (c) Mountain

4. Which of the following utility combo is used to create Double sided materials in Maya ?
   (a) Multiply Divide Utility and Reverse Utility
   (b) Sampler Info Utility and Condition Utility
   (c) Blend Colors Utility and Stencil Utility

5. Which of the following mapping technique is not available while mapping a 2D Texture ?
   (a) Projection map
   (b) Stencil map
   (c) Abnormal map

6. Which of the following is an Environment Texture ?
   (a) Env cylinder
   (b) Env cone
   (c) Env sphere

7. Which of the following is the type of Toon lines you can edit in Maya Toon shading ?
   (a) Profile lines
   (b) Division lines
   (c) Subtraction lines

8. Which of the listed tools allow you to convert 2D/3D procedural textures, into **permanent** bitmaps ?

   (a) Convert to map

   (b) Convert to Layered texture

   (c) Convert to file texture

9. Which of the following utility is suited for handling a vector attribute of any textures ?

   (a) double switch utility

   (b) triple switch utility

   (c) quad switch utility

10. Which of the following is not a Mental **Ray** shader ?

    (a) Dgs material

    (b) Dielectric material

    (c) Hair tube shader

11. Which of the following utility converts a color image into grayscale ?

    (a) Luminance utility

    (b) Clamp utility

    (c) Gamma correct utility

12. Which of the following tool gives an user the facility to interactively unfold or relax the selected UVs ?

(a) UV Smudge Tool

(b) Smooth UV Tool

(c) UV Lattice Tool

13. _____ is a Shader type that you can use for extra control over the way color changes with light and view angle.

(a) Ramp shader

(b) Surface shader

(c) Layered shader

14. Which of the following is a texture map not available in Maya ?

(a) Color map

(b) Displacement map

(c) Brightness map

15. Which of the following pass emulates the shadows produced by the overcast sky and it adds soft shadow and contact shadow to your scene ?

(a) Ambient Occlusion Pass

(b) Diffuse Pass

(c) Z - depth Pass

Answer the below questions in brief (min 5 lines). Each question carries 5 marks.

1. Define the following shaders with real world material examples (Any Two).
   (a) Anisotropic
   (b) Lambert
   (c) Blinn
   (d) Ocean shader

2. Define the following utilities available in Maya (Any Two).
   (a) 3D Placement
   (b) Condition Utility
   (c) Sampler Info
   (d) Triple Switch

3. Define the following maps (Any Two).
   (a) Bump map
   (b) Specular map
   (c) Displacement map
   (d) Occlusion map

———