

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

**Term-End Theory**

**December, 2012**

**BNMI-008 : LOOK DEVELOPMENT**

*Time : 1½hours*

*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. Soft Selection works by maintaining a falloff from the selected components to the components around your selection to create smooth transitions.
  - (a) True
  - (b) False
  
2. The \_\_\_\_\_ lets you manually sculpt NURBS, polygons, or subdivision surfaces quickly with the stroke of a brush.
  - (a) Sculpt Geometry Tool
  - (b) Sculpt Mesh Tool
  - (c) Modify Mesh Tool

3. An edge loop is a path of polygon edges that are connected in sequence by their shared vertices.
  - (a) True
  - (b) False
  
4. Smooth Mesh Preview lets you quickly and easily view how your polygonal mesh will appear when smoothed.
  - (a) True
  - (b) False
  
5. Default Short cut for Smooth Mesh Preview is.
  - (a) Key '2'
  - (b) Key '3'
  - (c) Key '4'
  
6. To delete vertices on a polygon mesh you must use the Delete Edge/Vertex feature.
  - (a) True
  - (b) False
  
7. The \_\_\_\_\_ feature lets you remove unwanted geometry from a polygon mesh
  - (a) Cleanup
  - (b) Remove
  - (c) Clear

8. Reversing the face normal on a polygon face switches the "front" and "back" facing direction of the face.
- (a) True
  - (b) False
9. You can divide a polygon edge into two or more edges using the \_\_\_\_\_ feature.
- (a) Edit Mesh > Add Divisions
  - (b) Edit Mesh > Add Mesh
  - (c) Edit Mesh > Add Loop
10. You can create a hole in a selected polygon face in the shape of a second face using the \_\_\_\_\_
- (a) Make Hole Tool
  - (b) Cut Mesh
  - (c) Split Mesh
11. The Bevel feature lets you chamfer or round the edges of a polygon mesh.
- (a) True
  - (b) False
12. You can display the polygon count for the polygon objects in your scene using the \_\_\_\_\_.
- (a) Heads Up Display
  - (b) Poly Counter
  - (c) Mesh Count Display

13. A polygon face is planar when all of its vertices lie in a certain plane.
- (a) True
  - (b) False
14. You can convert a texture image into a polygon mesh using the \_\_\_\_\_ feature.
- (a) Modify > Convert > Texture to Geometry
  - (b) Modify > Convert > Texture to Mesh
  - (c) Modify > Convert > Texture to Polygon
15. Import as Layer, loads a saved model into the scene and stores it as a layer on the active object in MUDBOX.
- (a) True
  - (b) False

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

Explain the following :

1. Soft Selection or Boolean Operation in Maya.
  2. Difference between Stencil and Stamps in MUDBOX.
  3. Difference between Delete by Type History and Delete all by Type History.
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