

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

**Term-End Theory**

**00534**

**December, 2012**

**BNMI-010 : CHARACTER SETUP**

*Time : 1½ hours*

*Maximum Marks : 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 the UV mapping technique available in MAYA ?
  - (a) Hexagonal UV mapping
  - (b) Spherical UV mapping
  - (c) Conical UV mapping
  
2. Which of the following is a 2D Texture type available in Maya ?
  - (a) Rock
  - (b) Snow
  - (c) Mountain

3. Which of the following shader uses the Angle attribute to orient the specular information of the surface ?
  - (a) Phong Shader
  - (b) Blinn Shader
  - (c) Anisotropic Shader
  
4. Which of the following is not a Environment Texture ?
  - (a) Env Ball
  - (b) Env Cone
  - (c) Env Sphere
  
5. The \_\_\_\_\_ feature lets you unwrap the UV mesh for a polygonal object while attempting to ensure that the UV's do not overlap.
  - (a) Layout
  - (b) Unfold
  - (c) Spilt UV
  
6. Which of the following Utility in Maya mix two colors or textures information ?
  - (a) Blend Colors
  - (b) Color Profile
  - (c) Double Switch

7. Which of the following operation you cannot perform in UV Texture Editor ?
- (a) Cut UV Edge
  - (b) Sew UV Edge
  - (c) Skew UV Edge
8. Which of the following is not a type of Switch Utility Node ?
- (a) Quad Switch
  - (b) Triple Switch
  - (c) Multiple Switch
9. Which of the following is a type of mental ray photonic materials available in Maya ?
- (a) Ocean Shader
  - (b) Dielectric material
  - (c) Hair Tube Shader
10. \_\_\_\_\_ alter the surface of the geometry to simulate 3D surface details into a texture map.
- (a) Displacement map
  - (b) Diffuse map
  - (c) Bump map

11. Which attribute of different Maya shaders simulates the diffuse penetration of light into a solid surface ? You can see this effects when holding a flashlight to the back side of your hand.
- (a) Translucence attribute
  - (b) Transparency attribute
  - (c) Incandescence attribute
12. Which of the following utility function is similar to 'if ..... Else' statement in programming ?
- (a) Condition utility
  - (b) Multiply Divide utility
  - (c) Set range utility
13. Which of the following is not a noise type available to volume noise or Noise 2d textures ?
- (a) Ripple
  - (b) Wave
  - (c) Wispy
14. Which of the following is not a type of Surface Material/shader ?
- (a) Volume shader
  - (b) Layered shaders
  - (c) Ramp shaders
15. Which of the following shader you will use if the texture requires a shiny surface, such as chrome, shiny metal etc ?
- (a) Phong
  - (b) Lambert
  - (c) Surface shader

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

1. Define the following shaders with real world material examples (any two ).
    - (a) Blinn
    - (b) Anisotropic
    - (c) Layered Shader
    - (d) Surface Shader
  
  2. Define the following maps (any two ).
    - (a) Normal map
    - (b) Displacement map
    - (c) Occlusion map
    - (d) Specular map
  
  3. State the difference between Surface Materials and Volumetric Materials. Give any two examples of Surface and Volumetric materials available in Maya.
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