BNMI-008

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination
December, 2014

00620

BNMI-008 : LOOK DEVELOPMENT

Time : $1\frac{1}{2}$ hours   Maximum Marks : 30

(Weightage 30%)

Note : Attempt *all* questions.

The following section has objective type questions. Please select the correct answer. Each question carries 1 mark.

1. We cannot create a surface with NURBS curves.

    (a) True

    (b) False

2. 'Knots' in the curves are also known as _____ .

    (a) Hull

    (b) Curve points

    (c) Edges

3. To add additional components to your selection set, simply hold _____ and click on the faces you'd like to add.

    (a)   Alt

    (b)   Ctrl + Space bar

    (c)   Shift

4. Polygons with 4 points are called 'quads'.

    (a)   True

    (b)   False

5. Using _____ is the best way to bring a modelling reference directly in Maya.

    (a)   Image plane

    (b)   Poly plane

    (c)   NURBS plane

6. 0,0,0 coordinate is also called as _____ .

    (a)   Origin

    (b)   Centre point

    (c)   Main point

7. Default short-cut for Group object is

    (a)   Ctrl + G

    (b)   Ctrl + X

    (c)   Shift + G

8. The _____ feature lets you duplicate polygon mesh.

   (a)   Duplicate Face

   (b)   Add Face

   (c)   Copy Mesh

9. A polygon face is non-planar when it has more than three vertices, and one or more of those vertices do not lie in the same plane.

   (a)   True

   (b)   False

10. You can split a polygon edge into two or more edges using the _____ feature.

   (a)   Edit Mesh > Add Divisions

   (b)   Edit Mesh > Detach Component

   (c)   Edit Mesh > Add Loop

11. _____ works by maintaining a fall-off from the selected components to the components around your selection to create smooth transitions.

   (a)   Soft selection

   (b)   Multiple selection

   (c)   Loop selection

12. 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

13. Stamp spacing feature in mudbox allows a
_____ .

    (a)   Random effect of a brush

    (b)   Distributed effect of a brush

    (c)   Continuous effect of a brush

14. In mudbox we can create tileable textures.

    (a)   True

    (b)   False

15. To combine one or more vertices we can use
_____ tool in Maya.

    (a)   Merge

    (b)   Weld

    (c)   Attach

Answer the questions given below. Each question carries 5 marks.

16. Explain the difference between Add New Subdivision Level and Rebuild Subdivision Level in mudbox. Give relevant examples.

17. Differentiate between Edge Loop and Edge Ring command in Maya. Explain with relevant examples.

18. Explain the difference between Duplicate and Duplicate with transform in Maya.