

**BACHELOR OF ARTS IN 3D ANIMATION AND  
VISUAL EFFECTS****Term-End Theory Examination****December, 2017****BNMI-008 : LOOK DEVELOPMENT***Time : 1½ hours**Maximum Marks : 30*

The following section has objective type questions.  
Select the right answer. Each question carries  
1 mark.

1. To make a copy of a mesh we can use \_\_\_\_\_ 1  
command.  
(a) Duplicate  
(b) Paste  
(c) Copy
2. To remove all operations related data from a mesh 1  
we can use \_\_\_\_\_ command.  
(a) Remove data  
(b) Delete by type > history  
(c) Delete mesh > history
3. \_\_\_\_\_ command groups the meshes 1  
together.  
(a) Group  
(b) Ungroup  
(c) Parent

4. Ctrl+Y is a short cut for Redo. 1  
(a) True  
(b) False
5. Maya has \_\_\_\_\_ type of primitives. 1  
(a) Volume primitives  
(b) Nurbs primitives  
(c) Both the above
6. Detach is a boolean operation. 1  
(a) True  
(b) False
7. Ctrl+E is a short cut command for : 1  
(a) Extrude  
(b) Bevel  
(c) Collapse
8. To create a continuous edge loop use the \_\_\_\_\_ command. 1  
(a) Crease  
(b) Insert edge loop  
(c) Loop create
9. \_\_\_\_\_ is not the 3D axis in view port. 1  
(a) W  
(b) X  
(c) Y

10. We can create a polygon without any edge in maya. 1  
(a) True  
(b) False
11. We can not create a polygon with five vertices. 1  
(a) True  
(b) False
12. Soft selection tool helps to manipulate a larger area than the selected. 1  
(a) True  
(b) False
13. \_\_\_\_\_ is the short cut for undo. 1  
(a) Ctrl+Z  
(b) Ctrl+Y  
(c) Ctrl+O
14. We can not create multiple edge loops with Insert Edge loop. 1  
(a) True  
(b) False
15. By default maya has 4 viewports. 1  
(a) True  
(b) False

Answer the following questions. Each question carries 5 marks :

16. Explain boolean operation in maya. 5
  17. Explain the difference between normal map and displacement map. 5
  18. What is multi resolution editing in mid box ? 5
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