

BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS

Term-End Theory

June, 2014

BNMI-008 : LOOK DEVELOPMENT

Time : 1½ hours

Maximum Marks : 30

Weightage 30%

Note : Attempt all questions.

The following section has objective questions.
Please tick the right answers. Each question carries
1 mark.

1. The _____ adds segment in a selected face.
 - (a) Cut face tool
 - (b) Insert edge tool
 - (c) Add loop tool

2. _____ file extension can be imported in Maya.
 - (a) *.mud
 - (b) *.obj
 - (c) *.ztl

3. NURBS stands for _____.
 - (a) Non Universal Reverse Bidirectional Spline
 - (b) New Uniform Reverse Bezier Spline
 - (c) Non Uniform Rational Bezier Spline

4. To create a circular forms like bottles and glasses we can make use of _____ surface.
 - (a) Planer
 - (b) Bi Rail
 - (c) Revolve

5. The _____ feature in Maya helps to remove unwanted nodes of an object.
 - (a) Remove nodes
 - (b) Delete nodes
 - (c) Delete history

6. _____ are the examples of NURBS curves in Maya.
 - (a) EP curves
 - (b) Hull
 - (c) Edge

7. You can construct faces between pairs of border edges using the _____ feature.
 - (a) connect
 - (b) collapse
 - (c) bridge

8. _____ tool is used to add a connected polygon to an existing mesh.
 - (a) Add to polygon
 - (b) Append to polygon
 - (c) Insert edge loop

9. You can attach two or more polygon meshes using the "combine" feature.
 - (a) True
 - (b) False

10. _____ feature lets you automatically create a three or more sided face to fill an open area on a polygon mesh.
- (a) Fill Hole
 - (b) Close Hole
 - (c) Fill open surface
11. By default, 'smooth' feature in Polygons let you divide the geometry exponentially.
- (a) True
 - (b) False
12. In Mudbox, Stamp is required to use 'Projection Paint Tool'.
- (a) True
 - (b) False
13. In Subdiv surfaces, _____ feature allows you to create crisp sharp edge.
- (a) Partial Crease
 - (b) Hard Edge
 - (c) Soft Edge
14. In Mudbox, which of the shortcut is used to change the size of a brush ?
- (a) 'S'
 - (b) 'U'
 - (c) None of the above
15. To extract a face from any polygon mesh, which of the following command is useful ?
- (a) Extract
 - (b) Detach Component
 - (c) Poke Face

Answer the below questions. Each questions carries 5 marks.

1. Explain **any two** of the following features of Mudbox in brief :
 - (a) Projection Brush
 - (b) Mask Brush
 - (c) Stamp Spacing
 - (d) Curves

 2. Differentiate between 'Stamps' and 'Stencil' in Mudbox.

 3. Write a brief on UV Unwrap process in Maya.
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