

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

**Term-End Theory Examination**

**June, 2016**

00363

**BNMI-008 : LOOK DEVELOPMENT**

*Time : 1  $\frac{1}{2}$  hours*

*Maximum Marks : 30*

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*Note : Attempt all questions.*

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

1. An edge loop is a path of polygon edges that are connected in sequence. 1
  - (a) True
  - (b) False
  
2. Which of the following is *not* a primitive in Maya? 1
  - (a) Geosphere
  - (b) Helix
  - (c) Prism

3. NURBS stands for 1
- (a) Non-Universal Reverse Bidirectional Spline
  - (b) New Uniform Reverse Bézier Spline
  - (c) Non-Uniform Rational Bézier Spline
4. To create rounded corners on a rectangular curve, which of the following commands should be used? 1
- (a) Cut curve
  - (b) Curve fillet
  - (c) Insert knot
5. The Duplicate Face feature lets you copy one or more polygon faces in a mesh. 1
- (a) True
  - (b) False
6. You can construct faces between pairs of border and edges using the Bridge feature. 1
- (a) True
  - (b) False
7. To extract a face from any polygon mesh, which of the following commands is useful? 1
- (a) Extract
  - (b) Detach component
  - (c) Poke face

8. A \_\_\_\_\_ is a theoretical line that is perpendicular to the surface of a polygon. 1
- (a) Normal
  - (b) Perpendicular
  - (c) Ray
9. Which Edit mesh command creates a new separate copy of any selected faces ? 1
- (a) Poke face
  - (b) Wedge face
  - (c) Duplicate face
10. \_\_\_\_\_ is the tool used for placement of the objects. 1
- (a) Align tool
  - (b) Place tool
  - (c) Replace tool
11. A point in a 3D space is called \_\_\_\_\_. 1
- (a) Segment
  - (b) Face
  - (c) Vertex
12. \_\_\_\_\_ lets you sculpt geometry in an organic way. 1
- (a) Soft selection
  - (b) Group selection
  - (c) Quad selection

13. \_\_\_\_\_ unifies the direction of the surface normals for a selected polygon mesh. 1
- (a) Set-to-face
  - (b) Average normals
  - (c) Conform
14. A method of selecting and drawing only those surfaces that face into the surface normal is \_\_\_\_\_. 1
- (a) Back Face Culling
  - (b) Hide Back Face
  - (c) Non-Visible Face
15. \_\_\_\_\_ is *not* the vector that defines the dimension of a 3D-scene. 1
- (a) W
  - (b) X
  - (c) Y

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

16. Explain the Poly clean up process in Maya. 5
17. Differentiate between Duplicate Special and Duplicate with Transform D in Maya. 5
18. Differentiate between Parent and Group in Maya. 5