

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

**Term-End Theory Examination**

00373

June, 2016

**BNMI-010 : CHARACTER SETUP**

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

*Maximum Marks : 30*

---

**Note :** Attempt *all* questions.

---

---

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

1. Surface shading is a combination of the basic \_\_\_\_\_ of an object and any textures that are applied to it. 1
  - (a) colour
  - (b) shader
  - (c) material
  
2. In visual arts, a \_\_\_\_\_ is any kind of surface detail both visual and tactile. 1
  - (a) shader
  - (b) texture
  - (c) material

3. A \_\_\_\_\_ is a collection of connected rendering nodes that defines how colours and textures contribute. 1
- (a) shading network
  - (b) texturing network
  - (c) mapping network
4. \_\_\_\_\_ materials represent the types of surfaces onto which you can map textures. 1
- (a) Surface
  - (b) Displacement
  - (c) Volumetric
5. You can create \_\_\_\_\_ when you want to use more than one material for an object. 1
- (a) layered textures
  - (b) layered materials
  - (c) layered shaders
6. \_\_\_\_\_ textures wrap around an object, like gift wrapping. 1
- (a) 2D
  - (b) 3D
  - (c) 2.5D
7. Procedural textures are 2D or 3D plots of mathematical functions that have limitations in resolution. 1
- (a) True
  - (b) False

8. File textures filter is better than most \_\_\_\_\_ textures and can result in better image quality. 1
- (a) 2D
  - (b) 3D
  - (c) procedural
9. \_\_\_\_\_ technique projects the texture through 3D space like a slide projector. 1
- (a) Normal mapping
  - (b) Projection mapping
  - (c) Stencil mapping
10. \_\_\_\_\_ are greyscale textures you map to objects to create the illusion of surface relief. 1
- (a) Bump maps
  - (b) Displacement maps
  - (c) Normal maps
11. The appearance of specular highlights of a/an \_\_\_\_\_ material depends on the properties of these grooves and their orientation. 1
- (a) Phong E
  - (b) Blinn
  - (c) Anisotropic

12. Shiny objects reflect light directly; matte objects \_\_\_\_\_ light. 1
- (a) deflect
  - (b) absorb
  - (c) diffuse
13. If the Transparency Value is 0, the surface is totally \_\_\_\_\_. 1
- (a) transparent
  - (b) opaque
  - (c) invisible
14. UVs are \_\_\_\_\_-dimensional texture coordinates that reside with the vertex component information for polygonal and subdivision surface meshes. 1
- (a) three
  - (b) two
  - (c) uni
15. \_\_\_\_\_ creates UVs for a polygon mesh by attempting to find the best UV placement by simultaneously projecting from multiple planes. 1
- (a) Planar mapping
  - (b) Automatic mapping
  - (c) Camera mapping

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

- 16.** Differentiate between Blinn and Anisotropic shaders. Give two different real world examples for each shader. 5
- 17.** Define any *two* of the following passes. How can they be used in a composition? 5
- (a) Beauty Pass
  - (b) Shadow Pass
  - (c) Ambient Occlusion Pass
- 18.** Write down the process of unwrapping a torso in the brief. Mention every step from creating the UV layout to exporting the UV layout. 5
-