

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

00144

**Term-End Theory  
June, 2011**

**BNMI-008 (F2F) : LOOK DEVELOPMENT**

*Time : 1.5 hours*

*Maximum Marks : 30*

*(Weightage 30%)*

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*Note : Attempt ALL questions.*

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

1. The \_\_\_\_\_ tool is used to create an outline of the shape you wish to create.
  - (a) Revolve Tool
  - (b) Spline Curve Tool
  - (c) Make Poly Tool
  
2. The \_\_\_\_\_ allows you to name, transform, adjust color, change subdivisions or see information about objects.
  - (a) Attribute Editor
  - (b) Component Editor
  - (c) Connection Editor

3. \_\_\_\_\_ is the tool used for the placement of the objects.
- (a) Align Tool
  - (b) Place Tool
  - (c) Replace Tool
4. A \_\_\_\_\_ is a theoretical line that is perpendicular to the surface of a polygon.
- (a) Normal
  - (b) Perpendicular
  - (c) Ray
5. Which Edit Mesh command creates a new separate copy of any selected faces ?
- (a) Poke face
  - (b) Wedge face
  - (c) Duplicate face
6. The polygon surface which has more than three vertices, and one or more than one of those vertices do not lie in the same plane.
- (a) Non Planar
  - (b) Co - Planar
  - (c) Planar
7. A method of selecting and drawing only those surfaces that face into the surface normal are \_\_\_\_\_.
- (a) Back Face Culling
  - (b) Hide Back Face
  - (c) Non Visible Face

8. A displacement map is useful if objects will be viewed in silhouette, but takes longer to render than a bump map due to the complex surface detail being created.
- (a) True
  - (b) False
9. \_\_\_\_\_ is a coordinate system for 2D surfaces, used to identify locations when projecting a texture map onto an object ?
- (a) UV Coordinate
  - (b) XYZ Axis
  - (c) XY Axis
10. A point in 3D space is called \_\_\_\_\_.
- (a) Segment
  - (b) Face
  - (c) Vertex
11. \_\_\_\_\_ unifies the direction of the surface normals for a selected polygon mesh.
- (a) Set to Face
  - (b) Average Normal's
  - (c) Conform
12. \_\_\_\_\_ lets you sculpt geometry in an organic way.
- (a) Soft Selection
  - (b) Group Selection
  - (c) Quad Selection

13. We can select and then disconnect faces from a polygon mesh using the \_\_\_\_\_ feature.
- (a) Mesh > Extract
  - (b) Mesh > Separate
  - (c) Mesh > Booleans
14. Turn on \_\_\_\_\_ to get fine control over the brush Stroke.
- (a) Steady Stroke
  - (b) Stamp Spacing
  - (c) Pen Pressure
15. What is the Maximum Texture Size created in Mudbox ?
- (a) 2k
  - (b) 4k
  - (c) 3k

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

16. Process of Normal Map Extraction in Mudbox.
17. Process of Texture Baking in Maya.
18. Difference between Subdivision modelling and Poly modelling.
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