

B.A. DEGREE EXAMINATION, 2013

(ANIMATION AND VISUAL EFFECTS FILMMAKING)

(SECOND YEAR)

PART-III

250: 3D MODELING AND TEXTURING

December]

[Time : 3 Hours

Maximum : 100 Marks

SECTION-A

(8×5=40)

Answer any EIGHT questions

1. What is the best way to customize Maya?
2. What are Manipulators? Write in detail about their functions.
3. How is 'Combine' function different from the 'Merge' tools?
4. List the pros and cons of NURBS.
5. Explain textures and surfaces.
6. Describe Lambert's shading.
7. What are the concepts of squash and stretch?
8. State the functions of Bevel surface.
9. What is the role of hyper shade window?
10. Differentiate between time slider and range slider.

SECTION-B

(3×20=60)

Answer any THREE questions

11. a) Write about the tricks for making selection in Maya.
b) Define and distinguish between outliner and Hyper graph.
12. a) How do colour settings function?
b) State the functions of 'WedgeFace' and 'PokeFace' tools.
13. a) Write notes on shader attributes in Maya.
b) Discuss about organic modelling.
14. a) Write notes on 'Point Lighting' and 'Simple Set Lighting'.
b) Describe modelling using Polygons.
15. a) Write short notes on 3D space.
b) Write notes on Procedural Mapping.