

Register Number:  
Name of the Candidate:

**B.Sc. DEGREE EXAMINATION, May 2015**

**(VISUAL MEDIA)**

**(FIFTH SEMESTER)**

**(PART-III)**

**510: LIGHTING AND RENDERING IN MAYA**

Time: Three hours

Maximum: 100 marks

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**SECTION-A**

**(8×5=40)**

**Answer any EIGHT questions**

1. Discuss about three point lighting.
2. What do you mean by default setups lights in Maya?
3. Discuss rule of realistic skin texture in Maya.
4. Briefly discuss about transparency shadows.
5. Discuss about different render types in Maya.
6. What are the requirements settings for software?
7. What are the characteristic of modelling in Maya?
8. What are the steps involved in modelling in Car?
9. List out few points effects in Maya.
10. Write short notes about paint effect in Maya.

**SECTION-B**

**(3×20=60)**

**Answer any THREE questions**

11. Explain the following:
  - a) Lighting in layers
  - b) Semi-outdoor lighting
12. Write note on observing texture map Nurbs dragon and texture mapping.
13. Write short notes on the following:
  - a) Animation curves
  - b) Rigging a vehicle
14. Explain the procedure for creating modelling.
15. Explain about advanced modelling in Maya.

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