

Total No. of printed pages = 9

END SEMESTER EXAMINATION – 2020

Semester : 4th

Subject Code : AMT-403

3D MODELLING AND TEXTURING

Full Marks – 70

Time – Three hours

The figures in the margin indicate full marks for the questions.

Instructions :

- (i) *All* questions of PART – A are compulsory.
- (ii) Answer any *three* questions from PART – B.
- (iii) Illustrate your answers with suitable sketches and examples wherever necessary.

PART – A

Marks – 25

1. Answer the following : 1×25=25

(a) A Maya file save as a _____ file. 1

- (i) MAX
- (ii) ASCII
- (iii) DOC



[Turn over

(b) What are the 4 default viewports in Maya ?

1

(i) Side top, front and perspective

(ii) Side front, top, bottom

(iii) Perspective, right, front, back

(c) What are the shortcut keys for Move Tool in Maya ?

1

(i) W

(ii) R

(iii) E

(d) _____ is the option to create a circle. 1

(i) Casual Game

(ii) Video Game Developer

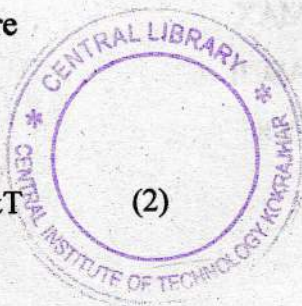
(iii) Game Programmer

(e) _____ primitive has a square or rectangular base and triangular sides. 1

(i) Pyramid

(ii) Sphere

(iii) Cone



(f) _____ is the shortcut key for duplicate in Maya. 1

(i) Ctrl + A

(ii) Ctrl + D

(iii) Ctrl+R

(g) Hyper shade is located under 1

(i) Window > General Editor

(ii) Window > Rendering Editor

(iii) Window > Graphics

(h) Texturing mode in Maya is 1

(i) 5

(ii) 6

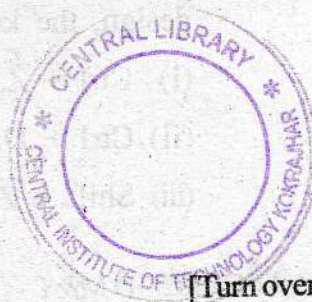
(iii) 8

(i) The typical size for a graphic design is measured in _____. 1

(i) Pica

(ii) Pixels

(iii) Points



- (j) To cut down the size of the entire graphic design, including all layers, you should select the _____ tool. 1
- (i) Marquee
 - (ii) Crop
 - (iii) Erase
- (k) Drop shadow, inner glow and bevel are examples of _____ you need to use text. 1
- (i) Filters
 - (ii) Blending options
 - (iii) Layer modes
- (l) The tool allows you to copy one area of the layer to another area of the layer. 1
- (i) Magic wand
 - (ii) Clone stamp
 - (iii) Marquee
- (m) To undo the last change made to your graphic design, the keys may be used. 1
- (i) Ctrl + Z
 - (ii) Ctrl + D
 - (iii) Shift + Z



(n) To turn off the use of a tool, or deselect it, you must push the keys. 1

(i) Ctrl + Z

(ii) Ctrl + D

(iii) Shift + Z

(o) Pixels represent tiny _____ of colour, which are typically unseen by eye. 1

(i) Circles

(ii) Squares

(iii) Inches

(p) Once you build the layers in your graphic design, you cannot rearrange them. 1

(i) True

(ii) False

(iii) Both

(q) The tool allows you to magnify an area of the design for detail work is 1

(i) Zoom

(ii) Filters

(iii) Crop



(r) To delete items from history, drag them into the trash can. 1

(i) True

(ii) False

(iii) Both

(s) Which tool allows you to reposition an object in your layer ? 1

(i) Move

(ii) Marquee

(iii) Crop

(t) The name of the area upon which the graphic design is completed is 1

(i) Gradient

(ii) Canvas

(iii) Stage

(u) The average image size of 640×480 is measured in picas 1

(i) True

(ii) False

(iii) None

3/AMT-403/3D M&T



(v) Computer monitor works in which colour space ? 1

(i) RGB

(ii) CMYK

(iii) RBG

(w) Bitmap is sometimes referred to as 1

(i) JPEG

(ii) GIF

(iii) Raster

(x) GIF stands for 1

(i) Graphics interrelated format

(ii) Graphics interrelated formula

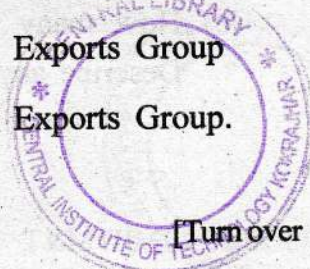
(iii) Graphics interchange formula

(y) JPEG stands for ? 1

(i) Joint Photographic Experts Group

(ii) Joint Photographic Exports Group

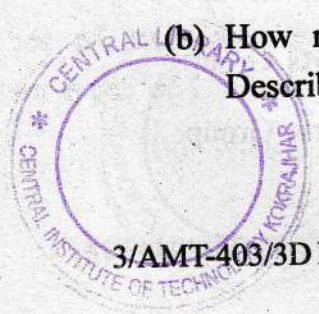
(iii) Join Photographic Exports Group.



PART – B

Marks – 45

2. (a) What is the full form of NURBS ? 3
(b) What is the difference between Polygon and NURBS ? 12
3. (a) What do you mean by Boolean ? 3
(b) How many types of Boolean are there in Maya ? Describe any two types of Boolean with figure. 12
4. (a) What do you mean by Form Texturing ? 5
(b) What is the use of Hyper shade ? Name a few of materials found in the Hyper shade under Maya. 10
5. (a) What do you mean by UV mapping ? 5
(b) How many types of mapping are there ? Describe any two types of UV mapping. 10



6. Write short notes on any *three* : $5 \times 3 = 15$

- (a) Extrude
- (b) Bevel
- (c) Split polygon
- (d) Outline
- (e) Loop polygon tool.

