

Total No. of printed pages = 3

AMT-403/3D Model/4th Sem/2013/N

3D MODELING

Full Marks – 70

Pass Marks – 28

Time – Three hours

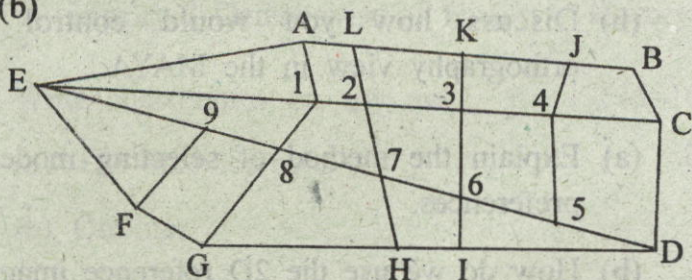
The figures in the margin indicate full marks for the questions.

Illustrate your answers with suitable sketches and examples wherever necessary.

Answer any *seven* questions.

1. (a) What do you mean by polymodel? 3

(b)



How many faces, vertex and edges are there?
Indicate them. 6

(c) What is the full form of NURBS? 1

[Turn over

2. (a) What is Boolean ? 4
- (b) How many types of Boolean are there ?
Name them. Describe any one type of
Boolean with figure. 6
3. (a) What is subdivision surface ? 4
- (b) What are editing curves and surfaces ? 6
4. (a) Explain split polygon tool and cutface tools
with diagram. 6
- (b) What is the mirror option used for in
MAYA ? 4
5. (a) What is the role of import option in MAYA ? 5
- (b) Discuss how you would control the
orthography view in the MAYA. 5
6. (a) Explain the method of selecting modeling
preferences. 6
- (b) How do we use the 2D reference images ? 2
- (c) How one can work with the smoothed mesh ? 2

7. Fill in the blanks with the correct option : 2×5=10

- (a) An image plane is a 2D object (plane) that places an images file in the ——— view. (File/Scene/History)
- (b) Primitive objects are one method for ——— meshes because they can be modified to create other forms. (2D/starting 3D/Poly)
- (c) Non-uniform Rational B-splines are a special type of spline used to create smooth curves and ——— (Surface / Poly / Mesh).
- (d) The Attribute Editor includes generic information for all ——— (Script/Nodes/size).
- (e) Most surface and curve creation tools produce objects with ——— (Construction history / Delete type of History / History).

8. Write short notes on any *two* : 2×5=10

- (a) The channel box
- (b) Outliner
- (c) Insert edge loop tool.