

Total No. of printed pages = 7

END SEMESTER EXAMINATION - 2019

Semester : 4th

Subject Code : AMT-403

3D MODELING AND TEXTURING

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Illustrate your answer with suitable sketches and examples wherever necessary.

PART – A

Marks – 25

Answer *all* the questions.

1. Choose the correct option : $1 \times 15 = 15$

(a) What is the short cut key for Move tool in MAYA ?

(i) The W key on the keyboard

(ii) The G key on the keyboard

(iii) The D key on the keyboard

(iv) The R key on the keyboard

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(b) A Maya file saves as a _____ file.

- (i) Max
- (ii) ASCII
- (iii) MACE
- (iv) BSCII

(c) Automatic mapping is a _____.

- (i) Projection
- (ii) Project
- (iii) Image
- (iv) File

(d) The name of the command that you should use to create a copy of your object inside your 3D scene in Maya is called

- (i) Past
- (ii) Duplicate
- (iii) Group
- (iv) Copy

(e) In which menu you will get Extrude option in Maya ?

- (i) Mesh
- (ii) Edit Mesh
- (iii) Select
- (iv) None of the above

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(2)

(f) What is the shortcut key for Duplicate in Maya ?

- (i) Ctrl + D
- (ii) Alt + D
- (iii) Ctrl + A
- (iv) Ctrl + F

(g) What is the name of the editor that contains all of the attributes for a specific object ?

- (i) Layer editor
- (ii) Component editor
- (iii) Connection editor
- (iv) Attribute editor

(h) Which one of the following is a Maya surface material ?

- (i) All of the other options
- (ii) Phong
- (iii) Blinn
- (iv) Anisotropic

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(3)

[Turn over

(i) There are three different geometry types in Maya and they are

- (i) NURBS, Subdiv., Polygons
- (ii) Polygons, NURBS, Deformers
- (iii) Polygons, Bevels, NURBS
- (iv) Subdiv, Deformers, Polygon

(j) In which menu you will get Insert edge loop tool option ?

- (i) Mesh
- (ii) Edit Mesh
- (iii) Normals
- (iv) Display

(k) Which one of the following is not a type of animation ?

- (i) Cutout
- (ii) Cel
- (iii) Graphic design
- (iv) Stop motion



(l) Main elements of polygon matters are

- (i) Points, faces and control vertices
- (ii) Faces, edges and Edit points
- (iii) Hull, Isoparm and points
- (iv) Vertices, edges and faces

(m) In which menu you will get 'Outliner' option in Maya ?

- (i) Display
- (ii) Select
- (iii) None of the above
- (iv) Windows

(n) What is the shortcut key for Duplicate in Maya ?

- (i) Ctrl + D
- (ii) Alt + D
- (iii) Ctrl + A
- (iv) Ctrl + F



(o) The Press-Pull tool will _____ the face of a solid model in the direction it faces.

- (i) tapes
- (ii) extrude
- (iii) spiral
- (iv) None of these

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

- (a) Lambert
- (b) Hypershade
- (c) Bevel

PART - B

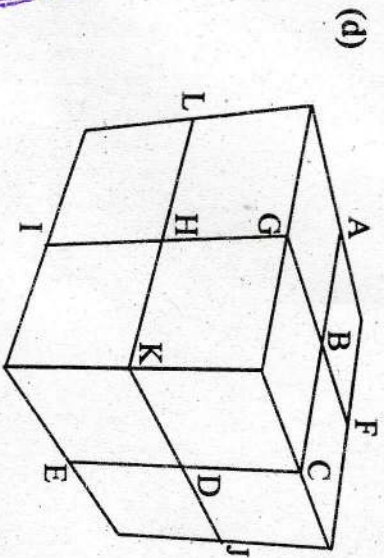
Marks - 45

3. Answer any three of the following questions :

- (a) (i) Define shelf tab in Maya.
- (ii) What is the difference between Polygon and NURBS ? 3+12=15
- (b) What are the various steps for setting up Image Planes in Maya to create an organic or inorganic model ? Describe the process.

15/AMT-403/3D M&T (6) 15

(c) Define about Extrude and Bevel with the help of drawing. 15



The above diagram is a cube which has edges (AB, BC, CD, DE, FE, FB, BG, GH, HI, LH, HK, KD, DJ) drawn by insert edge loop tool.

What are the other two options through which you can make the same edges ? Discuss it step by step.

15

15/AMT-403/3D M&T (7) 50(W)