

Total No. of printed pages = 4

AMT-404/TEX/4th Sem/2014/N

## TEXTURING

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 is uv mapping ?
- (b) How many types of mapping are there and  
name them.
- (c) What do you mean by simple mapping ?

3+3+4=10

[Turn over

2. (a) What do you mean by the term texturing ?  
(b) Which option is to be used to get texture mode ?  
(c) Explain the shader type in Maya.  
 $3+1+6=10$
3. (a) How do you create texture image in Maya ?  
Explain the attributes.  
(b) What is control attributes in Maya ?  
 $6+4=10$
4. (a) What is the use of Hypershade tool ?  
(b) Name a few of the materials found in the Hypershade under Maya materials.  
 $4+6=10$
5. (a) Discuss the process of displacement map and phong-E shader with diagram.  
(b) Define 2D maps or textures map 2D.  
 $6+4=10$
6. Write down the steps involved in uv mapping of a polygon human face with diagram. 10

7. Write short notes on any *two* of the following :  
5×2=10

- (a) Bump mapping
- (b) Ramp shader
- (c) Lambert

8. Multiple choice questions : 5×2=10

(a) The most recent version of Photoshop is

- (i) Photoshops 3
- (ii) Photoshop X
- (iii) Photoshop 9.0
- (iv) Photoshop Pro tools.

(b) The key shortcut for opening layers palate is

- (i) F7
- (ii) F2
- (iii) Ctrl + shift + L
- (iv) Alt + O

(c) Uv texture editor present in .....

- (i) Window
- (ii) Modify
- (iii) Edit
- (iv) File.

- (d) Face normals present in .....
  - (i) Display
  - (ii) Mapping
  - (iii) Uvs
  - (iv) Project
  
- (e) With clone stamp tool selected, to select the source pixels you will press
  - (i) Ctrl
  - (ii) Shift + ctrl
  - (iii) Alt
  - (iv) Alt + Enter.