

Total No. of printed pages = 3

AMT-404/Texture/4th Sem/2013/N

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.

Answer any *seven* questions.

1. (a) Explain the shader type and shading texture. 6
- (b) What do you mean by the term texturing in 3D Modeling ? 4
2. (a) Write a brief note on layer styles in Adobe Photoshop. 5
- (b) Why do my images sometimes get so big when I display them on screen ? 5

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3. (a) What do you mean by the term texturing ? 4
(b) What is the difference between a Digital Painting and Matte Painting ? Describe them. 6
4. (a) What is meant by Hypershade ? 4
(b) Write Hypershade uses in Modeling and Texturing. 6
5. (a) Discuss the process of Bump mapping and Ramp shader. Explain with diagram. 5
(b) Define maps of textures. Write a note on Bitmap textures and Procedural textures. 5
6. (a) What do you mean by UV mapping ? 4
(b) Is it possible to make perfect texture for a face model with the help of automatic mapping ? Give reason for your answer. 6
7. (a) Which option is to be used to get texture mode ? 2
(b) Discuss the process of working in Photoshop in your own language. 8

8. Write short notes on any *two* : $2 \times 5 = 10$

(a) Displacement map

(b) Diffuse

(c) Lambert.