

Total No. of printed pages = 2

AMT-404/Texturing/4th Sem/2013

TEXTURING

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Answer any *five* questions.

1. (a) What do you mean by the term texturing ?

(b) Which option is to be used to get texture mode ?

(c) What do you mean by simple mapping ?

4+3+7=14

2. (a) What is uv mapping ?

(b) How many types of mapping are there and name them.

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- (c) If it possible to make perfect texture a face model with the help of automatic mapping ?
Give reasons for your answer. $4+3+7=14$
3. (a) Discuss about Adobe Photoshop.
- (b) What are the Blending Options found under the layer styles ?
- (c) What do you mean by Raster Images ?
 $6+5+3=14$
4. (a) What do you mean by shader types ?
- (b) Discuss about the Ramp shader. $7+7=14$
5. Write short notes on any *two* of the following panels :
- (a) Phong E shader type
- (b) Flaper shader materials
- (c) Bit map. $7 \times 2 = 14$
6. (a) Discuss about vector image.
- (b) Is it necessary to use outliner in texturing ?
Give reason for your answer. $7+7=14$