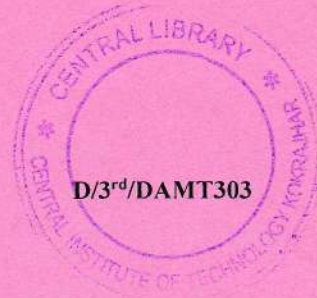


Total number of printed pages:4



2021

## BASIC CONCEPT OF TEXTURING TECHNIQUES

Full Marks: 100

Time: Three hours

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

### Instruction

- Illustrate your answers with suitable sketches and examples wherever necessary.

### Question no. 1

5x1=5

Choose the correct answer from the following

**A. What is the important step should be taken before saving a Maya scene?**

- Add up polygon in the scene.
- Clean up, Version up and save the scene.
- Duplicate existing scene and delete.
- None of these.

**B. Keyboard shortcut for duplicate any polygon in Maya**

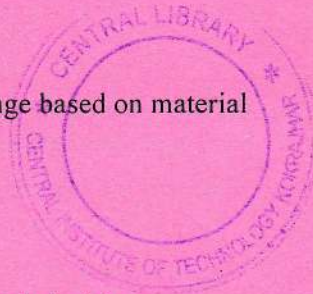
- Ctrl+ D
- Shift+Delate
- Ctrl+C
- All of the above

**C. Texture is**

- Refers to surface characteristics and appearance of an object.
- A tool in Maya is used to rotate objects in all the three axes.
- None of these
- All of the above

**D. Specular Roll Off helps us to.**

- Edit shiny/specular value of the material.
- Specular Roll Off can be adjustable



- iii) Specular Roll value can be change based on material properties.
- iv) All of them

**E. Maya Hypershade is used to.**

- i) Arrange UV mapping.
- ii) Organize shading network.
- iii) There is nothing called Hypershade in Maya.
- iv) All of the above

**Question no. 2**

**10x1=10**

**Fill in the blanks:**

- A. To switch on Arnold render setting one need to go to Plug-In-Manager and activate. \_\_\_\_\_.
- B. \_\_\_\_\_ refers to surface characteristics and appearance of an object.
- C. The keyboard shortcut for opening new scene in Autodesk Maya is \_\_\_\_\_.
- D. The keyboard shortcuts to duplicate any polygon in Maya Software is \_\_\_\_\_.
- E. In order to 'Set Project' in Maya software one needs to follow -- \_\_\_\_\_ menu bar.
- F. \_\_\_\_\_ is a process whereby you create, edit, and arrange that appear as a flattened, two-dimensional representation of a 3D object.
- G. The default value of Maya spot light intensity is \_\_\_\_\_.
- H. Create or represent (something) by carving, casting, or other shaping techniques is called \_\_\_\_\_.
- I. Maya default lights are located under \_\_\_\_\_ menu.
- J. The keyboard combination for duplicate any layer in Adobe Photoshop is \_\_\_\_\_.

**Question no.3**

**5x1=5**

**Write true or false:**

- A. Selection tools are designed to select regions from the active layer so you can work on them without affecting the unselected areas.



- B. Through Outliner in Maya one can build shading networks by creating, editing, and connecting rendering nodes.
- C. *Key light* is always considered as secondary *light* source for your scene.
- D. Texturing department comes under production as per the animation movie pipeline.
- E. UV mapping is a process whereby you create, edit, and otherwise arrange the UVs that appear as a flattened, two-dimensional representation.

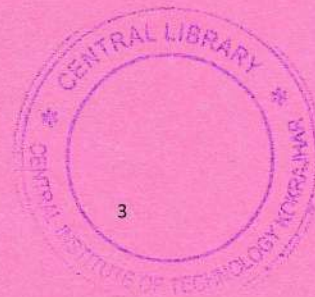
**Answer any four questions from Question No 4-8. (Each question carries 20 marks)**

**Q. No.4**

- A. What is texture? Describe the importance of texturing in 3D animation movies. 3+7=10
- B. Describe the correlation of *modeling* and *texturing* in CGI animation films production. 10

**Q. No.5** Texturing is a major aspect in 3D animation films. This shall again make the object look more realistic if the proper texture is applied. Explain the complete process of texturing for an ancient temple. 20

**Q. No. 6.** What is surface material in Maya software? How *Blinn* material is different from *Lambert* material. Explain properties of *Blinn* material with examples. 2+8+10= 20



**Q. No.7.** How does *Texturing* play a significant role in 3D animation films? Describe various maps and its proper purpose and application to achieve final render output. 10+10= 20

**Q. No.8.** Write short notes on any *four* (Each carries 5 marks)  
5x4= 20

- a. Bump map.
- b. Procedural texturing.
- c. Maya Hypershade.
- d. Reflection.
- e. UV mapping.

