Total No. of printed pages = 3

2021

INTRODUCTION TO DIGITAL MODELING

Full Marks – 100

Time – Three hours

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

Answer any *five* questions.

1. (a) Describe the importance of 3D modeling in production. Explain the advantages of 3D modeling in various technologies. 5+5=10

   (b) What is Sculpting ? Explain the different sculpting tools and their uses in Maya Software. 2+8=10

2. (a) Explain any five snapping tools in Maya. 2×5=10

   (b) What is surface material ? Explain the importance of materials/shaders in Maya.

   6

[Turn over

(c) Write a short note on *Loft*. 2

(d) What is *outliner* in Maya? 2

3. (a) How many Boolean options are there in Maya? Explain your answer with suitable diagrams. 5+5=10

(b) Write any ten shortcut keys and their uses in Maya. 10

4. (a) What are the different stages of pre-production? Explain the workflow of pre-production in 3D animation films. 5+5=10

(b) What is *hierarchy mode*, *object mode* and *component mode* types in Maya? 2×3=6

(c) Define Lattice and Cluster. 2+2=4

5. (a) Write short notes on Pivot, History and Shelf. 9

(b) What is Set Project? Explain the advantages of setting a Project in Maya. 2+4=6

(c) Write the importance of hotkeys and marking menus in Maya. 5

6. (a) What are the selection tools in Maya? Explain their uses in your own words.

$5+5=10$

(b) Write short notes on : $5+5=10$

(i) Attribute editor

(ii) Channel box.