

2023

## 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) List the standard polygon primitives in Maya and explain about any three. 4+6  
b) What is viewport? What is the difference between orthographic and Perspective viewport? 4+6
2. a) What is NURBS? Write difference between polygon modelling and NURBS modelling. 4+6  
b) What is mirror geometry? How does working in symmetry during modeling helps in making 3d models. 4+6
3. a) What is the use of outliner? What is the purpose of layer panel in Maya? 4+6  
b) What is sculpting? Explain about any three sculpting tools available in Maya? 4+6
4. a) What is a polygon? Explain about vertices, face and edge of a polygon. 4+6  
b) What does poly count means? What is the importance of quads in modeling? 4+6
5. Write short notes on the following tools of Maya interface - 4x5=20  
i) Modeling Toolkit  
ii) Hotbox  
iii) Panel toolbar  
iv) Attribute editor and Channel box
6. Define the following : 4x5=20

- a) Hull & Isoparms
- b) Insert edge loop & Multi cut tool
- c) Extrude & bevel tool
- d) UV Editor

