Total number of printed pages:

Programme(D)/Semester/DAMT301

2024

INTRODUCTION TO DIGITAL MODELING

Full Marks: 100

Time: Three hours

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

Answer any four questions.

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1.	a)) Define 3D modelling and it's important in present world.		
	b)	Explain the difference between polygon and NURBS modelling.	10	
2.	a)	Discuss the main components of Maya's interface and their functions	15	
	b)	Explain the difference between organic and inorganic modelling with examples.	10	
3.	a)	What do you mean by Insert edge loop tool and why are they important?	10	
	b)	Describe the purpose of the Extrude and bevel tool.	15	
4.	a)	Define topology in the context of 3D modelling.	10	
	b)	Explain the purpose of Boolean operations in modelling.	15	
5.	a)	What are materials and shaders?	10	
	b)	Explain how they are applied to 3D objects in Maya.	15	
6.	De dif adv	scribe in detail how polygon modelling, NURBS modelling, and sculpting fer in Maya. When should each technique be used, and what are their vantages and disadvantages?	15+10	
7.	Wr sim ren	ite a step-by-step guide on creating, mapping, and texturing a 3D model of a pple object (e.g., a chair) using Maya's tools, from creating the base shape to dering the final object.	25	
