2021

BASIC CONCEPT OF TEXTURING TECHNIQUES

Full Marks – 100

Time – Three hours

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

Answer any *five* questions.

Instruction :

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

1. (a) What is 3D texturing ? Describe in your own words.   6+2=8

   (b) Describe the correlation between modeling and texturing in CGI animation film production.   12

2. (a) Describe the importance of Texturing in CGI animated films.   8

   (b) Explain VFX animation workflow for live-action movies ?   12

[Turn over

3. (a) What is the difference between shading and rendering ? 8

   (b) How blinn material is different from Lambert material ? Explain with suitable examples. 12

4. (a) What is the difference between a Bump map and a Displacement map ? Explain your answer with suitable examples and illustrations. 10

   (b) Describe material attribute of Specular shading in Ai Standard Surface. 10

5. What is a texture map ? Describe the various texture maps and their importance in texturing any 3D scene. 8+12=20

6. Write short notes on the following : 4×5=20

   (a) 3D Texturing workflow.

   (b) UV mapping.

   (c) Maya Hypershade.

   (d) Shading and compositing.

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