Programme- Diploma
Semester-3rd
Paper Code- DAMT302
2022
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.*

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*INSTRUCTIONS***:**

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

Q: no 1.
   a. What is 3D *Texturing*? Describe in your own words.   6+2= 8
   b. Explain any *four* different types of *Texture Maps* and their application.   12

Q: no 2.
   a. Describe *Substance Painter* workflow step by step for texturing any 3D asset.   10
   b. Describe the application of *Smart Materials* using *Substance Painter* software.   5
   c. How *Smart Materials* and *Smart Masks* are different from one another?   5

Q: no 3.
   a. What is the difference between *Bump* and *Displacement map*? Explain your answer using appropriate examples and illustrations.   5+5= 10
   b. Describe the 'Specular shading attributes' of the *Ai Standard Surface* material.   10

Q: no 4.

   a. What is 3D *Lighting*? What are the differences between 3D *Lighting* and *Rendering*?   2+8=10
   b. How *Ai Standard Surface* material is different from *Blinn* material. Explain with suitable examples.   8+2=10

Q: no 5. What are the three major steps involved in making a 3D animation movie? Describe the role that a *Texturing Artist* plays in producing better 3D movie scenes.   20

Q: no 6. Write all the short notes (Each carrying 5 marks)   5x4=20

   a) Roughness Map.
   b) *Tactile* and *Visual* textures.
   c) Maya Hypershade.
   d) UV mapping.