

**Programme: Diploma / Semester 3rd / Paper Code: DAMT302
2023**

Basic Concept of Texturing Techniques

Full Marks: 100

Time: Three hours

Answer any five questions; each question carries twenty marks.

1. What is *3D Texturing*? Explain any four different types of *3D texture maps* and their applications. 5+15=20
2. Describe the difference between *materials*, *smart materials* and *smart masks* using the Substance painter program. 20
3. What is 3D UV mapping? How does UV mapping contribute to the process of texturing 3D models? 5+15=20
4. Describe the difference between *bump maps* and *displacement maps*. Explain the importance of these two maps and their proper applications. 10+10=20
5. What are the major differences between *Blinn* and *Ai Standard Surface materials*? Explain the differences in the common attributes they possess. 10+10=20
6. Explain the process/workflow of 3D texturing using *Substance Painter* software. Describe the process from initial stage and progressing through to the ultimate rendered outcome. 20