Programme: Diploma/ Semester 3rd/ Paper Code:DAMT302
2024
Basic Concept of Texturing Techniques

Full Marks: 100

Time: Three hours

Answer any five questions; each question carries twenty marks.

Question No.1
A. What are the differences between the *Outliner* and *Hypershade* in Maya? Discuss the importance of Hypershade in 3D texturing and rendering. *5 +5=10*
B. What is 3D texturing? Discuss the difference between *tactile* and *visual* textures, and provide appropriate examples to explain your answer. *2+8=10*

Question No.2
A. What are 3D texturing maps? Discuss the differences between *base color, metallic, roughness*, and *height* maps in 3D texturing. *2+8= 10*
B. What is *Baking Mesh Map*s in Substance Painter? Describe any four types of maps with examples. *4+6= 10*

Question No.3
A. Describe the difference between *materials, smart materials* and *smart masks* using the Substance painter program. *10*
B. What is 3D UV mapping, and how does it contribute to the texturing process of 3D models? *2+8=10*

Question No.4
A. What is the *Material Attribute Editor*? Discuss *five* different purposes of the Material Attribute Editor in Maya. *2+8=10*
B. How does a 3D texturing artist contribute to enhancing the visualization process during post-production? Provide a detailed explanation supported by relevant examples. *6+4=10*

Question No.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*

Question No.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*