2022

3D MODELING AND TEXTURING

Full Marks – 100

Time – Three hours

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

Answer any *five* questions.

1. (a) What do you mean by 3D Modeling and Texturing ?   6

   (b) Define Polygon and NURDS ?   4

   (c) What is Extrude ? Give your answer with diagram.   10

2. (a) Explain 'Multi cut Tool' and 'Fill hole Tool' with diagram.   10

   (b) What is the role of import option in Maya ?   10

3. (a) What do you mean by UV mapping ?   4

[Turn over

(b) How many type of UV mapping are there and name them ? 4

(c) Write Hypershade uses in modeling and texturing. 12

4. (a) How many types of Boolean in Maya ? Name them. 6

(b) Desribe any two of boolean with diagram. 14

5. (a) Write a brief note on layer styles in Adobe Photoshop. 10

(b) Write down the difference between vector and raster graphics. 10

6. Write short notes on any *four* of the following : 10×2=20

(a) Belvel Tool

(b) Creat Polygon Tool

(c) Insert Edge loop Tool

(d) Lambert

(e) Move Tool and Scale Tool.

7. The below diagram is a CUBE which has edges (AB, BC, CD, DE, FB, BG, GH, HI, LH, HK, KD, DJ) drawn by insert edge loop tool.
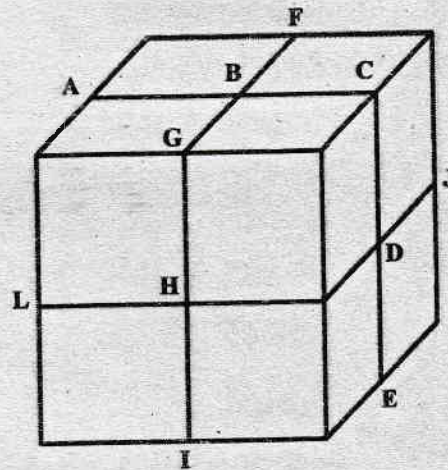
What are the other options through which you can make the same edges ? Discuss it step by step.   20