# 2023

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 is the importance of 3D modelling and texturing in the design field?	10
	b)	What is Extrude? Give your answer with proper diagram.	10
2.	a)	What is the full form of NURBS? How to convert NURBS model to polygon model in MAYA?	12
	b)	What is the difference between polygon and NURBS?	8
3.	a)	How many types of Boolean are there? Name them.	6
	b)	Describe any two types of Boolen with proper figures.	14
4.		What are the various steps for setting up image planes in Maya to create an organic or inorganic mdel? Describe the process.	20
5.	a)	Write hypershade uses in modeling and texturing?	8
	b)	How many UV mapping are in MAYA. Describe any two Uv mapping process.	12
6.	a)	According to you triangles mesh / four-sides mesh, which will be suitable to create a character model in the animation production studio. Give reasons for your answer	10
	b)	The half-sphere figure is given below. In which options or techniques you can complete a full sphere in the MAYA, discuss step by step with the daigrames.	10
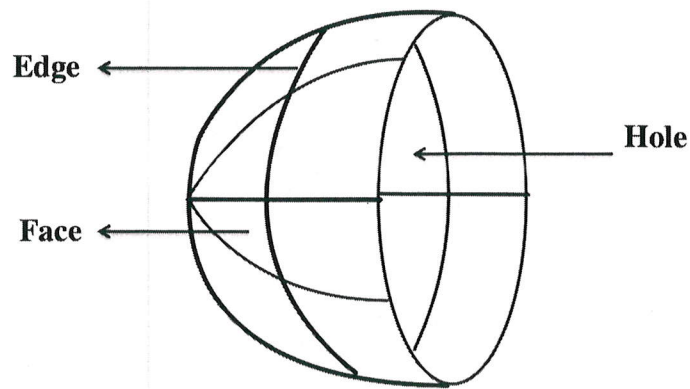
7. Write short notes on *any two* of the following   2X10 = 20

   a) Role of Import option in MAYA

   b) Insert edge loop tool

   c) Shader type

   d) Loft tool