

Register No.:

419

April 2024

*Time - Three hours
(Maximum Marks: 100)*

- [N.B. 1. Answer all questions under Part-A. Each question carries 3 marks.
2. Answer all the questions either (a) or (b) in Part-B. Each question carries 14 marks.]

PART - A

1. What is nurbs modelling?
2. Define layer panel.
3. Differentiate mesh smooth from polygon smooth.
4. What is polygon normal?
5. Compare displacement maps and normal maps.
6. What is character modeling?
7. List out common special shading attributes.
8. Define bump mapping.
9. Compare RELAX UV shells and unfold UV shells.
10. What is spotlight?

PART - B

11. (a) Write about view panel and tool box.
(Or)
(b) Discuss about trim tool and brail tool.
12. (a) Explain about Quadangulating and triangulating polygons.
(Or)
(b) Discuss about multi cut tool and connect tool.
13. (a) Write in detail about polygon loop selection and polygon ring selection in advance modeling.
(Or)
(b) Discuss about digital sculpting and brush types in advanced modeling.
14. (a) Explain about the types of MAYA texture.
(Or)
(b) Discuss about 3D paint tool.
15. (a) Explain about character texturing and materials in advance texturing.
(Or)
(b) Explain about UV texture editor toolbar.
