BRAINWARE UNIVERSITY

Term End Examination 2022
Programme – B.Sc.(MM)-Hons-2019/B.Sc.(AM)-Hons-2020
Course Name – 3D Animation I
Course Code - BMMC501
(Semester V)

Full Marks : 60   **Time : 2:30 Hours**

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group-A

(Multiple Choice Type Question)   1 x 15=15

1. *Choose the correct alternative from the following :*

(i) Choose the correct option, in orthographic view, how many total can we get in Autodesk Maya's default viewport?

   a) Four   b) Five
   c) Six   d) Seven

(ii) Explain the option that BEST describes the Blend Shape deformer?

   a) Creates a joint system based on the topology of the surface
   b) Allows you use several target shapes to help reshape another piece of geometry.
   c) Is a special object you use to control the deformation effects of rigid
   d) Lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush

(iii) Explain the term "Edge Loop" in 3D modelling

   a) Is a vertices width only
   b) Edge loop is a continuous line of polygon edge.
   c) the path of polygons.
   d) None of the above

(iv) Choose the two popular styles of polygon modeling…

   a) Meshes and edges   b) Box modeling and Extrusion modeling.
   c) Edges and Lattice   d) None of the above

(v) Choose from the following options in Autodesk Maya that refers to the line connecting two vertices?

   a) Segment   b) Extrude
   c) Vertex   d) Spline

(vi) Select the software written specifically for that studio

   a) Shading Networks   b) Anisotropic
   c) File Textures   d) Proprietary

(vii) Explain. includes translating - rotating and scaling an object in (x-y-z)

   a) Transformations   b) Anisotropic
   c) Fitting   d) Segment

(viii) Define the mapping process where the UV coordinates determine where exactly to

apply (or map) the texture on the model.

   a) UV coordinates   b) mapping

   c) texture mapping   d) None of the above

(ix) Select the 4 default viewports in Maya?

   a) Left, Right, Top, Bottom   b) Left, Top, Front, Perspective

   c) Birds-eye, Left, Front, Back   d) Perspective, Right, Front, Over

(x) Name toolbar has the option of changing the parameters of an object?

   a) Parametric Deformers   b) Mesh Deformer

   c) Modify   d) Customize

(xi) Name the option to create a circle?

   a) Shape   b) Geometry

   c) Sphere   d) Modify panel

(xii) Select the modifier used for creating depth for a close polyline?

   a) Bend   b) Extrude

   c) Geometry   d) Manifold

(xiii) Select the toolbar where the Array option is found

   a) Modify toolbar   b) Extras toolbar

   c) Motion toolbar   d) None of the above

(xiv) Select the light(s) can be positioned using Look Through Selected Camera?

   a) Spot Lights.   b) Spot Lights.

   c) Area Lights.   d) All Maya Lights

(xv) Choose the view we can see the 2D projection of the scene?

   a) Render View   b) Orthographic View

   c) Perspective View   d) All of these.

Group-B
(Short Answer Type Questions)   3 x 5=15

2. Discuss about the collection of Render Layers.   (3)
3. Explain Modeling Ribbon in 3D?   (3)
4. Discuss on hierarchy in 3D Software.   (3)
5. Justify about render set up in Maya   (3)
6. Write the need of Texturing in Autodesk Maya.   (3)

OR

   Write Arnold Rendering Engine.   (3)

Group-C
(Long Answer Type Questions)   5 x 6=30

7. Summarize File Textures   (5)
8. Describe the Polygon Geometry in 3D Modeling?   (5)
9. Explain What is Arnold?   (5)
10. Explain the advantage and disadvantages of NURBS Modelling?   (5)
11. Explain about Aesthetic Designs in 3D.   (5)
12. Define Mirror Cut tool in Maya?   (5)

OR

   Define Soft Select Tool?   (5)

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