

Exam. Code : 112107

Subject Code : 8241

**B.Design (Multimedia) 7<sup>th</sup> Semester**

**MAYA**

Time Allowed—3 Hours]

[Maximum Marks—100

**SECTION—A**

**Note :—** Attempt any **TEN** questions.

1. Status Lines.
2. Layer Editor.
3. A polygon mesh.
4. 3D textures.
5. Displacement material.
6. Camera Sequencer.
7. What is the Trax Editor ?
8. Ocean Shades.
9. Unghost all.
10. Go to Bind Pose.
11. Spot Light
12. Create Seam.

10×2=20

**SECTION—B**

**Note :—** Attempt any **FOUR** questions.

1. Describe the Tool Box.
2. How to create basic (primitive) objects, then how to replicate them, perform basic operations on them ?

3. What are Nodes and Attributes ?
4. What is Nonlinear Animation in Maya ?
5. What is Motion Capture Animation ?
6. How to Assign materials to surfaces ?
7. What are Ramp Shades ? 4×5=20

### SECTION—C

**Note :—** Attempt any **FOUR** questions.

1. What is Nurbs Modeling ?
2. What are Materials ? Kindly explain with examples.
3. What are Animation Editors in Maya ?
4. What are Skeleton operations in Maya ?
5. What are the Lighting tools ? 4×15=60