

Exam. Code : 112107
Subject Code : 3456

B.Design (Multimedia) 7th Semester

MAYA

Time Allowed—3 Hours] [Maximum Marks—100

Note :— There are *eight* questions. Candidates are required to attempt any *five* questions. All questions carry equal marks.

SECTION—A

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| 1. (a) What is Polygonal Modeling ? | 18 |
| (b) Sculpting NURBS surfaces. | 2 |
| 2. (a) What is Character Modeling ? | 18 |
| (b) Polygon Normals. | 2 |

SECTION—B

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| 3. (a) What are Materials ? Kindly explain with examples. | 18 |
| (b) Ramp Shades. | 2 |
| 4. (a) What are Animation Editors in Maya ? | 18 |
| (b) Blinn. | 2 |

SECTION—C

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| 5. (a) What are Skeleton operations in Maya ? | 18 |
| (b) Trax Editor. | 2 |
| 6. (a) What are Panels and Layouts ? | |
| (b) What is Subdivision Modeling ? | |
| (c) What is UV Tex Editor ? | 7+7+6 |

SECTION—D

7. (a) What are Set Keys ?
(b) What are Ghost Selected ?
(c) What are different types of Skin ? 7+7+6
8. (a) What is IK Handle tool ?
(b) Set Driver Key.
(c) Create Pose.
(d) Motion Paths.
(e) Unghost Selected.
(f) Edit Rigid Skin.
(g) Mirror Joint.
(h) Point Light. 6+(7×2)