

Exam. Code : 112107

Subject Code : 8242

B. Design (Multimedia) 7th Semester

MUDBOX

Time Allowed—Three Hours] [Maximum Marks—50

Note :—Attempt **FIVE** questions in all, selecting at least **ONE** question from each Section. The **fifth** question may be attempted from any Section. All questions carry equal marks.

SECTION—A

1. Explain the workspace of Mudbox.
2. Compare the sculpting capabilities of Zbrush and Mudbox.

SECTION—B

3. What are the best methods of managing the lights ?
4. What are CgFX materials ? How do we use them ?

SECTION—C

5. What is a vector displacement map ? What are they used for ?
6. What are the best practices for re-meshing ?

SECTION—D

7. Describe the various painting techniques used to paint a model.
8. Explain the viewport filters.