

Exam. Code : 112107
Subject Code : 3457

B.Design (Multimedia) 7th Semester

MUDBOX

Time Allowed—3 Hours] [Maximum Marks—50

Note :— Attempt any *five* questions, selecting at least *one* 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. How do you compensate for models with meshes parented into joint hierarchy ?

SECTION—B

3. What are the best practices for retopology ?
4. Discuss the rendering process.

SECTION—C

5. How do you extract a normal map ?
6. How do you compensate for models with meshes parented into joint hierarchy ?

SECTION—D

7. Describe the various painting techniques used to paint a model.
8. Explain the process of creating camera and its bookmarks.