

Sr. No. 881**Exam. Code: 106507
Subject Code : 7689****BMM - 7th Sem.****(2116)****Maya****Time allowed: 3 hrs.****Max. Marks: 100****Section A: (Attempt any ten)****10 x 2 = 20 Marks**

1. What are Polygon component loops?
2. What is Polygon sculpting?
3. What is Blind data?
4. What is an expression editor?
5. What is create flip?
6. What is create pose?
7. What is Motion trail?
8. Explain mapping UV.
9. What is orient joint?
10. What is Ambient light?
11. What is Bind skin?
12. What is path animation?

Section B: Answer any four**4 x 5 =20 Marks**

13. Describe the GUI of Maya.
14. What is NURBS modeling?
15. What are Animation editors?
16. What is create Garment?
17. What is Create Seam?
18. What is Ghost selected?
19. What are Expressions?

Section B: Answer any four**4 x 15 =60 Marks**

20. Explain about Texturing and materials in Maya.
21. Explain the process of Animation.
22. Describe the Skeleton joint making process.
23. Describe various lighting procedures.
24. Describe the rendering process.

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