

Exam. Code : 106507

Subject Code : 1964

BMM 7<sup>th</sup> Semester

MAYA

Time Allowed—3 Hours]

[Maximum Marks—100

**SECTION-A**

**(Attempt any ten)**

1. What is Lasso tool ?
2. What is a channel box ?
3. What are Polygon Normals ?
4. What is a graph editor ?
5. What is animation sweep ?
6. What is the basic use of NURBS ?
7. What is Mesh Sculpting ?
8. What is stamping ?
9. What is layered animation ?
10. What is Trax Editor ?
11. What is camera sequencer ?
12. What is character mapper ? 10×2=20

**SECTION-B**

**(Answer any four)**

13. What is NURBS modeling ?
14. What is auto key ?
15. What is non-linear animation ?
16. What is motion capture animation ?
17. What is difference between hardware and software rendering ?
18. What is Humanik ?
19. What is UV mapping ? 4×5=20

**SECTION-C**

**(Answer any four)**

20. Explain the cloth feature in Maya.
21. Explain various keyframes and their editors.
22. Describe NURBs modeling in Maya.
23. Explain about Texturing and materials in Maya.
24. Explain the process of Animation. 4×15=60