

BMM - 7th Sem.

(2118)

Paper: Maya

Time allowed: 3 hrs.

Max. Marks: 100

Section A: Attempt any Ten

10x2= 20 Marks

1. What is a Bezel?
2. What is a Planer Polygon?
3. What is a Polygonal Normal?
4. What is a Spot Light?
5. What are Constraints?
6. What are Point Constraints?
7. What is Human IK?
8. Character Sets?
9. What is a Motion blur?
10. What is Non-Linear Animation?
11. What is a Camera Sequencer?
12. What is Blind Data?

Section B: Attempt any Four

4x5= 20 Marks

13. Describe Mapping UV.
14. Explain Sculpting surface meshes.
15. Explain Trax editor.
16. Explain Path Animation.
17. Explain Layer Animation.
18. Explain Camera in Maya.
19. Describe basics of Lighting in Maya.

Section C: Attempt any Four

4x15= 60 Marks

20. Describe about Simulation and effects in Maya.
21. Describe the Animation process in Maya.
22. Describe Motion Capture in Maya.
23. Describe Character Animation in Maya.
24. Explain Paint effects in Maya.

879(2118)200