Exam. Code : 106507
Subject Code : 1714

Bachelor of Multimedia 7th Semester (Old Syllabus 2018)

MAYA

Paper—I

Time Allowed—3 Hours]   [Maximum Marks—100

SECTION—A

Note :— Attempt any **ten**.

1. What is an orthographic view ?

2. What is Hypershade ?

3. What are NURBS ?

4. What is modelling with simple deformers ?

5. The Phong Shader Type.

6. What is the ramp texture ?

7. What is the hypergraph ?

8. What is a motion Blur ?

9. What is alpha ?

10. What is Gamma correction ?

11. IPR Rendering.

12. Bitmap.   10×2=20

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SECTION—B

Note :— Attempt any **four**.

1. Explain about HDRI maps.

2. What is Interactive split tool ?

3. What is attribute editor ?

4. What are primitives ?

5. What is an extruded surface ?

6. Describe shader properties.

7. What is projection in Maya ?   4×5=20

SECTION—C

Note :— Attempt any **four.**

1. Explain in detail the Rendering process in Maya.

2. Describe the process of Lighting in Maya.

3. Explain the Shading and texturing process in Maya.

4. Explain the animation process in Maya by giving an example of bouncing ball.

5. Describe about Skeleton and Kinematics in Maya.

                                          4×15=60