

**Exam. Code : 106507**

**Subject Code : 7690**

**BMM Semester—VII**

**MUDBOX**

Time Allowed—3 Hours]

[Maximum Marks—50

**Section—A :** (10 Marks) : It will consist of 8 very short answer type questions. Candidates will be required to attempt any 5 questions, each question carrying 2 marks.

**Section—B :** (20 Marks) : It will consist of 7 long answer type questions. Candidates will be required to attempt any 4 questions, each question carrying 5 marks.

**Section—C :** (20 Marks) : It will consist of 4 Essay type questions. Candidates will be required to attempt any 2 questions, each question carrying 10 marks.

**SECTION—A**

1. To reverse the sculpt direction for any sculpt tool, press the \_\_\_\_\_ and click-drag the cursor across the surface of the model.
2. What is UV ?
3. Explain the various exporting formats.

4. Views provide a location for viewing and editing specific items. Views include the \_\_\_\_\_ .
5. The \_\_\_\_\_ lets you view and select 2D images and textures from your local drive or network.
6. Explain HUD.
7. What do you mean by Normal map ?
8. Why Pose tool is used ?

### SECTION—B

1. Explain the process of sculpting by using Stamps.
2. How can you create Paint Mask ?
3. Explain the various lighting techniques in Mudbox.
4. Is it possible to record a movie in Mudbox ? If yes then explain how ?
5. What are layers ?
6. Explain the concept of Curves.
7. Explain the process of Importing in mud box.

### SECTION—C

1. Explain the interface of Mudbox.
2. How can you sculpt a model by using Stamps, Stencil, Maps, Layers and Symmetry ?
3. What are the various Rendering Techniques used in Mudbox ?
4. Explain painting and drawing process in mudbox.