

Exam. Code : 106507

Subject Code : 1965

BMM 7<sup>th</sup> Semester

## MUDBOX

Time Allowed—3 Hours] [Maximum Marks—50

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

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

Section C (20 Marks) : It will consist of *four* essay type questions. Candidates will be required to attempt any *two* questions, each question carrying 10 marks.

## SECTION—A

1. \_\_\_\_\_ Tool pulls vertices in towards the center of the tool cursor.
2. What do you understand by term Retopologize ?
3. Explain the various model file formats supported by Mudbox.
4. How can you set the display mode for model ?
5. How Mudbox can display polygon models in the 3D view ?

6. What do you mean by Stamps ?
7. What do you mean by Displacement map ?
8. What do you mean by image based lighting ?

#### SECTION—B

1. Explain the Materials and its properties.
2. What is the difference between Stencils and Stamps ?
3. Explain Camera in Mudbox and its parameters.
4. How can you sculpt a model using stencil ?
5. How can you paint your model in Mudbox ? Explain in detail.
6. How can you extract texture maps ?
7. How can you save images for stencils and stamps ?

#### SECTION—C

1. Explain the following terms :
  - (a) Time Lapse Masking
  - (b) Painting
  - (c) Mesh Preparation.
2. How can you apply material to your model ? Explain in detail.
3. Explain the workflow of Mudbox and also the integration of Mudbox with any 3D application.
4. Explain Displacement Maps and Normal Maps in Mudbox.