

Exam. Code : 106507

Subject Code : 1716

**Bachelor of Multimedia 7<sup>th</sup> Semester****MUDBOX****Paper—II**

Time Allowed—3 Hours] [Maximum Marks—50

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

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

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

**SECTION—A**

1. The \_\_\_\_\_ is useful for seeing how images that you paint on the 3D mesh appear as a 2D image.
2. Each region of the \_\_\_\_\_ corresponds to the view of that region of your model.
3. The \_\_\_\_\_ lets you view and select 2D images and textures from your local drive or network.
4. What is Pose tool ?

5. What various software Mudbox integrates with ?
6. What do you mean by HUD ?
7. What are the different importing file formats ?
8. \_\_\_\_\_ in the stamp image act as opaque regions.

#### SECTION—B

1. Explain the Materials and its properties.
2. How can you navigate in Mudbox using viewcube ?
3. What is the difference between Stamps and Stencils ?
4. How can you sculpt a model using maps ?
5. Write down the steps of Exporting project in Mudbox.
6. Explain the concept of Curves.
7. Explain the UV mapping in mudbox.

#### SECTION—C

1. Explain the workspace of Mudbox.
2. What are the various lighting techniques used in Mudbox ?
3. Explain the following terms :
  - (a) Sculpting
  - (b) Painting Tools
  - (c) PTEX.
4. Explain texturing process in Mudbox.