Exam. Code : 106507
Subject Code : 1715

Bachelor of Multimedia 7th Semester (Old Syllabus 2018)

MUDBOX

Paper—II

Time Allowed—Three Hours]   [Maximum Marks—50

SECTION—A

Note :—Candidates are required to attempt any **FIVE** questions, each question carrying **2** marks.

1. What do you mean by repotopolize ?

2. How do you imprint a stamp image into the surface ?

3. What is the use of symmetry tool ?

4. What is UV ?

5. What do you mean by HUD ?

6. List the different views.

7. What are the different file formats for extraction of maps ?

8. What is cavity ambient occlusion ?

SECTION—B

Note :—Candidates are required to attempt any **FOUR** questions, each question carrying **5** marks.

1. Comment on the compatibility of Photoshop and Mudbox.

2. How do you compensate for models with meshes parented into joint hierarchy ?

3. What is a vector displacement map ? What are they used for ?

4. How do you extract a normal map ?

5. Why do we see a model without light and shading ?

6. Explain the process of deleting a material.

7. What are CgFX materials ? How do we use them ?

SECTION—C

Note :—Candidates are required to attempt any **TWO** questions, each question carrying **10** marks.

1. What are the best practices for retopology ?

2. Why do we light a scene ?

3. Explain the process of creating camera and its bookmarks.

4. Explain the workspace of Mudbox.