

Exam. Code : 218402

Subject Code : 7174

M. Design (Multimedia) 2nd Semester

Z BRUSH

Paper—1

Time Allowed—Three Hours] [Maximum Marks—40

SECTION—A

(Objective type questions)

Attempt any FIVE :

1×5=5

- ✓ 1. The Alpha Palette link breaks down the whole palette. The Alpha is a grayscale image that is used as a mask by the brush to change its shape.
- (a) True
- (b) False
- ✓ 2. DynaMesh is The New Base Mesh that has no limitations to what it can become. Starting from a sphere to create a character head is an easy process but DynaMesh will allow you to create a whole character from that very same sphere with no uneven geometry.
- (a) True
- (b) False

✓3. (ZTL file format) : Saves polygons. Use this format to save a model as 3D data that you can continue to work with in edit mode later.

(a) True

(b) False

✓4. Polypainting allows users to paint on an object's surface without the need to first assign a texture map by adding color directly to the polygons.

(a) True

(b) False

5. Lighting also plays a role in determining the colors you'll see on your surface. As you rotate your model, the shadows interact across its surface to dynamically lighten and darken the colors.

(a) True

(b) False

✓6. Preview Render : This render system applies a real-time render to your character as you sculpt so that you may have much more realistic interaction with your character. Any time you are sculpting, painting or PolyPainting in ZBrush, you are using the real-time Preview render.

(a) True

(b) False

✓ Stroke Palette link describes each Stroke type in detail.
The Stroke controls how the 3D Brush is being applied to the surface of your Tool.

- (a) True
(b) False

SECTION—B

(Short answer type questions)

Attempt any FIVE :

3×5=15

- ✓ 1. What is keyframing ?
2. What is Grid ?
- ✓ 3. What are Z Spheres ?
- ✓ 4. What is Shadow box ?
- ✓ 5. What is Mesh extract ?
- ✓ 6. What is Draw Palette ?
7. What is Best Render ?

SECTION—C

(Long answer type questions)

Attempt any TWO :

10×2=20

1. Explain the sculpting process in Z Brush.
- ✓ 2. Describe the animation features in Z Brush.
- ✓ 3. Explain the Render settings in Z Brush.
4. Describe the Lighting features of Z Brush.