

TILAK MAHARASHTRA VIDYAPEETH, PUNE
BACHELOR OF FINE ARTS (B. F.A.) – GAME DESIGN
EXAMINATION: JANUARY - 2022
THIRD SEMESTER
Sub.: Maya Theory (Theory) (221305)

Date: 19/01/2022

Total Marks: 40

Time: 10.00 am to 11.30 pm

Instructions: All questions are compulsory.

- Q. 1. Multiple choice questions (20)**
1. What Hotkey allows you to jump between viewports
a)V b)T c)Spacebar d)Enter
 2. How many faces does the primitive cube have?
a) 6 b) 12 c) 8 d) 4
 3. What is the name of Maya's material editor?
a) Hypershade b)Material editor c)Shader editor d)Component Editor
 4. Which is NOT a UV projection Method?
a)Automatic b)Cylindrical c)Create polygon d)Volumn
 5. Which of these tools will allow you to smooth out geometry?
a)Smooth tool b)Sculpting tool c)Lattice d) 3
 6. What is Maya's default linear working unit?
a)Yard b)Centimeter c)Meter d)Inch
 7. What is the shortcut to simply change the background viewport colors?
a)Alt + B b)Alt + Shift + B c)Ctrl + B d)Shift + B
 8. What button makes a selected object a parent of another selected object?
a)Shift + P b)P c)Spacebar d)Enter
 9. What is a vertex?
a)Visor b)Smooth Bind c)Center of X-Y d)Polygon axis
 10. What is the short command to change the main menu bar to animation?
a)F1 b)F2 c)F3 d)F4

- Q. 2. Write short notes on. (Any two) (20)**
1. How Multi cut tool works.
 2. Write texture applying process.
 3. Write the detail process of creating a spaceship for Mobile game.