

TILAK MAHARASHTRA VIDYAPEETH, PUNE
BACHELOR OF FINE ARTS (B. F. A.) – (VISUAL EFFECT AND
ANIMATION FOR FILM AND TV)
EXAMINATION: JANUARY - 2022
SIXTH SEMESTER

Sub.: Realistic Modeling for VFX (Theory) (272614)

Date: 20/01/2022

Total Marks: 40

Time: 10.00 am to 12.00 pm

Instructions: All questions are compulsory.

Q. 1. Multiple choice questions (10)

1. The model which is created by using basic entities of two dimensioning is called _____
a)Surface b)Wire frame c)solid d)Isometric
2. Types of models which is commonly used are _____
a)Simple b)Composite c)Isometric d)Solid
3. The basic surface modeling entities are _____
a)Circles b)Chamfers c)Polygons d)Surface of revolution
4. The Press-Pull tool will _____ the face of a solid model in the direction it faces.
a)Taper b)Extrude c)Spiral d)None of the above
5. How do you show the menu of command options in Maya?
a) Press and hold the right mouse button b) Press the alt+c button c) Quickly tap the space button d) You move the mouse quickly back and forth
6. You can assign a material to an object by
a) Dragging the material to the material window b) Using the Materials button c) Right-clicking over the object and selecting Assign Material to Selection d) Rendering a specific look
7. What was used to create the pupil for the eye texture?
a) A scan of an eye b) A pupil texture c) A ramp d) A black circle
8. **Overlapping UVs can cause ... ?**
a) file management issues b) The material to fade c) Unwanted texture issues d) holes in the object
9. What software can you use to edit textures externally to Maya?
a) Any paint or photo manipulation software, such as Photoshop b) Any text editing or word processing software c) Any scanning software capable of digitally scanning paintings d) Only Autodesk-approved software
10. What do Maya's Paint Effects tools allow you to do?
a) Paint visual effects in real time b) Replace polygonal shapes with paint effects c) Use a graphics tablet more easily d) Paint such things as entire particle effects with a single brush stroke

Q. 2. Write short notes on. (Any two) (10)

1. What is animation?

2. What is unwrapping?
3. What is modelling?

Q. 3. Write the Answers of the following (Any 4)

(20)

1. Explain Hypershade.
 2. Write about character modelling process.
 3. What do you understand by look development?
 4. Write in detail about rendering process.
 5. Why do we create shading network.
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