

# T97/BMG302/EE/20151126

Time : 3 Hours

Max. Marks : 80

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**Instructions for the students:**

1. All Questions are Compulsory.
  2. Draw suitable diagrams and sketches wherever necessary.
  3. Assume suitable data if necessary
  4. Figures to the right indicate full marks.
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1. Answer any eight of the following questions in about 25 to 30 words each. 16
  - a) What are Hulls?
  - b) What is UV?
  - c) What is field chart?
  - d) What is snout?
  - e) What is Topology?
  - f) How to use twist deformers?
  - g) When you use Deformers?
  - h) What are joint chain?
  - i) Why you use ball joint?
  - j) What are push/pull?
  - k) What is finet?
  - l) What do you understand by "phong or blinn"?
  
2. Answer any four of the following questions in about 40 to 45 words each. 12
  - a) How to use Isoparm?
  - b) What is Biracial?
  - c) Why is it not possible to render joints?
  - d) What are skeletons?

- e) What is a hypergraph?
- f) Where is the transformation information stored in maya?

3. Answer any four of the following questions in about 40 to 45 words each. 12

- a) How to use insert Isoparms?
- b) What are parameters?
- c) How to use soft modification Tool?
- d) When you adding light?
- e) Explain lasso tool.
- f) What are snaps?

4. Answer any two of the following questions in about 80 to 90 words each. 12

- a) How to creating a Hierarchy?
- b) Explain the importance of a project in maya.
- c) Explain two- manifold vs non-manifold geometry.

5. Answer any two of the following questions in about 80 to 90 words each. 12

- a) Explain a blend shape deformer node.
- b) Create a standard skeleton setup for a human model.
- c) What are the steps involved in modeling a human head?

6. Answer any two of the following questions in about 100 to 120 words each. 16

- a) Create the model of a bike using the NURBS modeling technique.
- b) Explain the disadvantages of polygon modeling.
- c) What are the steps required to create a complete skeleton for a character model?

