

# T97/BMG304/EE/20151128

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 is hyper shade?
  - b) What are UV shells?
  - c) When is the hard reflection pass used?
  - d) Define passes in brief.
  - e) What is an intensity of a light?
  - f) Explain the following key terms"
    - i) Texture      ii) Texture mapping
  - g) What is batch render?
  - h) What are dynamic attributes?
  - i) What are hair constrains?
  - j) Why is cloth required in Maya?
  - k) What is camera mapping?
  - l) Write the full forms of the following:
    - i) GIF      ii) JPEG      iii) EPS      iv) TIFF
  
2. Answer any four of the following questions in about 40 to 45 words each. 12
  - a) Write a short note on matte opacity.
  - b) How is an attribute editor useful?
  - c) Explain the importance of camera projection mapping techniques.

- d) Explain a reflection pass in detail.
  - e) How will you create a dome light?
  - f) Discuss briefly, the different emission attributes.
3. Answer any four of the following questions in about 40 to 45 words each. 12
- a) Define planner mapping with an example.
  - b) What is camera scale?
  - c) Explain the types of emitters.
  - d) Explain render layer.
  - e) What are caustics? Give an example.
  - f) What is the use of ramp texture?
4. Answer any two of the following questions in about 80 to 90 words each. 12
- a) Define the types of renderings.
  - b) Explain the different types of processes involved in texturing a model.
  - c) Define colour balance in detail.
5. Answer any two of the following questions in about 80 to 90 words each. 12
- a) Explain the types of lighting.
  - b) What is a caustic? Explain the types of caustics.
  - c) Explain planner mapping with an example.
6. Answer any two of the following questions in about 100 to 120 words each. 16
- a) What are the passes composed during compositing software? Explain the process.
  - b) Write short notes on the following:
    - i) Depth Map shadows
    - ii) Raytraced shadows.
  - c) Explain three types of particle attributes in detail.

