Roll No. ⬚⬚⬚⬚⬚⬚⬚⬚⬚⬚⬚   **Total No. of Pages : 02**

Total No. of Questions : 09

B.Tech.(3D Animation & Graphics E3) (2012 Batch)   (Sem.–8)
MAYA MODELING AND TEXTURING
Subject Code : BTAG-907
Paper ID : [72870]

Time : 3 Hrs.   **Max. Marks : 60**

INSTRUCTIONS TO CANDIDATES :
1. **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2. **SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.**
3. **SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.**

SECTION-A

1. **Write briefly :**

    a. 3-D Modeling

    b. CV Curve

    c. Terrain

    d. Sculpt geometry

    e. Exterior modeling

    f. 3G modeling

    g. Maya

    h. Light linking

    i. Mental ray texture

    j. High polygonal

SECTION-B

2. How objects are created using CV Curve?

3. Explain the making of a box using loft.

4. What is interior modeling?

5. Explain the process of modeling nose.

6. What is meant by '*material linking*'?

SECTION-C

7. Discuss the principles of computer modeling.

8. Illustrate your understanding of UV texturing.

9. Describe in detail the process of modeling a Female Character.