

Register Number:

Name of the Candidate:

**B.Sc. DEGREE EXAMINATION December 2014**

**(MULTIMEDIA)**

**(THIRD YEAR)**

**(PART-III)**

**320: ADVANACED MODELING, LIGHTING AND TEXTURING**

Time: Three hours

Maximum: 100 marks

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**SECTION-A**

**(8×5 = 40)**

**Answer any EIGHT questions**

1. What are the steps to create a new layer?
2. How to convert subdivision surfaces to polygon?
3. How to create point light?
4. What are the uses of hyper shade?
5. Define colour palette.
6. How to increase the levels and draw size?
7. Write short notes on layout uses?
8. Define Z Spheres
9. Mention the preparation of Maya model.
10. How to activate the Transpose tool.

**SECTION-B**

**(3× 20 = 60)**

**Answer any THREE questions**

11. Discuss about the smooth option.
  12. Explain cut UV edges and move and sew UV edges.
  13. Discuss briefly about the ZBrush concepts.
  14. Explain briefly about the exporting normal option from ZBrush.
  15. Explain in detail about the activating and aligning the Transpose tool.
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