



C20-AMT-AMG-403

7507

BOARD DIPLOMA EXAMINATION, (C-20)

OCTOBER/NOVEMBER—2023

DAMT – FOURTH SEMESTER EXAMINATION

3D MODELLING AND TEXTURING

Time : 3 Hours]

[Total Marks : 80

PART—A

3×10=30

- Instructions :** (1) Answer **all** questions.
(2) Each question carries **three** marks.
(3) Answer should be brief and straight to the point.

1. What is the importance of Channel Box in Maya layout?
2. State the need of outliner in Maya.
3. What is the need of extract in polygon modeling?
4. What is the need of polygon nodes in 2D modeling?
5. Write about the image planes in modeling.
6. What is the need of fine tuning in 3D modeling?
7. What is the need of networking concept in texturing?
8. State the need of color correction in texturing.
9. State the purpose of relax concept in texturing.
10. What is the purpose of UV snapshot in texturing?

- Instructions :** (1) Answer **all** questions.
(2) Each question carries **eight** marks.
(3) Answers should be comprehensive and criterion for valuation is the content but not the length of the answer.

11. (a) Explain sculpt geometry tools in Maya.

(OR)

(b) Explain about the various curve editing tools.

12. (a) Explain the different chamfers and split tools.

(OR)

(b) Explain the component editing tools.

13. (a) Explain the polygon editing tools in 3D modeling.

(OR)

(b) Explain mesh concept with examples in 2D modeling.

14. (a) Explain different UV edit tools.

(OR)

(b) Explain the projection mapping and label mapping in texturing with examples.

15. (a) Explain the different brush techniques in texturing.

(OR)

(b) Explain about map UV border in texturing.

PART—C

10×1=10

- Instructions :** (1) Answer the following question.
(2) The question carries **ten** marks.
(3) Answer should be comprehensive and the criterion for valuation is the content but not the length of the answer.

- 16.** Explain how to create a 3D model of body parts, arms, legs, fingers, and toe.

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