- All questions are compulsory
- Figures to right indicate full marks

15 marks

Q1) What is MAYA and explain the main features and uses in MAYA

OR

Q1)What is the 3d Production Pipeline and explain the importance of Production Pipeline in VFX Film.

15 marks

Q2) Explain the Difference between Spline Modeling & NURBS Modeling in MAYA

OR

7 & 8 marks

Q2.a) What is Modeling & Types of Modeling in Maya

Q2.b) What is Polygon Modeling and what are the advantages of polygon modelling?

15 marks

Q3) What is texturing and what is the difference between procedural texture and Texture Map in Maya?

OR

Q3.a) What is procedural texture and what are the benefits of procedural node based texturing in Maya.

Q3.b) What is Arnold Lighting in Maya and explain the concept of 3 point lighting in Maya

15 marks

Q4) ATTEMPT ANY 3 OUT OF 5

1. Loft surface
2. Revolve surface
3. Uses of Polygon Modelling
4. Type of Texturing Methods in maya
5. Name of Arnold light in maya

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