



**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
END TERM EXAMINATION - JAN 2023**

Semester : Semester III - 2021

Course Code : BSM2008

Course Name : Sem III - BSM2008 - 3D modeling and Texturing

Program : B.Sc. Multimedia-VFX SFX GAMING

Date : 11-JAN-2023

Time : 9.30AM - 12.30PM

Max Marks : 100

Weightage : 50%

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.

PART-A

ANSWER ALL THE FOLLOWING QUESTIONS

8Q X 5M = 40M

1. Explain the role of Background and Foreground in a scene. (CO2) [Knowledge]
2. Describe View panel in Maya Software. (CO2) [Knowledge]
3. How you light a scene In maya ? Explain The process. (CO3) [Knowledge]
4. Explain the tools Using for Basic Modelling and Texturing. (CO3) [Knowledge]
5. Explain Anticipation and staging Principle in detail. (CO3) [Knowledge]
6. Explain the slow in and Slow out Principle in detail. (CO4) [Knowledge]
7. Explain the Main Skill's required for a 3D Character Designer ? (CO3) [Knowledge]
8. Describe the role and steps of Texturing in 3D Animation . (CO3) [Knowledge]

PART-B

ANSWER ALL THE FOLLOWING QUESTIONS

2Q X 10M = 20M

9. Draw your own Character with any two poses. (CO3) [Comprehension]
10. Explain the Lights available in Maya Software and its Usages. (CO2) [Comprehension]

PART-C

VIVA / JURY

1 X 40M = 40M

11. Be ready for viva for the topic assigned. (CO3) [Application]