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**PRESIDENCY UNIVERSITY  
BENGALURU**

**SCHOOL OF DESIGN  
MID TERM EXAMINATION - APR 2023**

**Semester :** Semester VI - 2020

**Course Code :** BDG308

**Course Name :** Sem VI - BDG308 - Digital Sculpting

**Program :** BDG

**Date :** 12-APR-2023

**Time :** 9.30AM - 11.00AM

**Max Marks :** 60

**Weightage :** 30%

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**Instructions:**

- (i) Read all questions carefully and answer accordingly.*
  - (ii) Question paper consists of 3 parts.*
  - (iii) Scientific and non-programmable calculator are permitted.*
  - (iv) Do not write any information on the question paper other than Roll Number.*
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**PART A**

**ANSWER ALL THE QUESTIONS**

**(2 X 2 = 4M)**

1. Write Zbrush shortcut keys for the following.

- 1. Wireframe mode
- 2. Lightbox
- 3. Stencil
- 4. Masking

(CO1) [Knowledge]

2. What is the difference between the Dynamic subdiv tool and the Dynamesh tool in Zbrush?

(CO1) [Knowledge]

**PART B**

**ANSWER ALL THE QUESTIONS**

**(2 X 3 = 6M)**

3. Why High poly modelling is bad? Explain the process to get the details of high poly on a low poly.

(CO1) [Comprehension]

4. What is decimation of a 3D model? Explain the process to decimate a model in Zbrush

(CO1) [Comprehension]

**PART C**

**ANSWER ALL THE QUESTIONS**

**(2 X 25 = 50M)**

**5.** Do the following.

- Use the reference Image to Create a base mesh in Maya.
- UV unwrap the model in maya
- Export the model as obj file



(CO1) [Application]

**6.** Use the exported base mesh to add details in Zbrush.

(CO1) [Application]