

Roll No



**PRESIDENCY UNIVERSITY  
BENGALURU**

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

**Semester :** Semester VI - 2022 - 23 - B. Design - 2020

**Course Code :** BDG310

**Course Name :** Sem VI - BDG310 - Texturing and Rendering

**Program :** B. Design

**Date :** 12-APR-2023

**Time :** 2:00PM - 3:30PM

**Max Marks :** 60

**Weightage :** 30%

**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.

**PART A**

**ANSWER ALL THE QUESTIONS**

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

1. Name three different types of lights in Maya.

(CO1) [Knowledge]

2. Why do you need to make sure that the squares are straight in UV unwrapping?

(CO1) [Knowledge]

**PART B**

**ANSWER ALL THE QUESTIONS**

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

3. What is Normal mapping procedure in Maya.

(CO1) [Comprehension]

4. Difference between Lambert, Blin and Phong in Maya

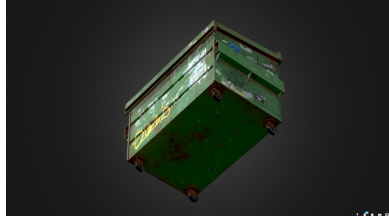
(CO1) [Comprehension]

**PART C**

**ANSWER ALL THE QUESTIONS**

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

**5. Create this model in Maya.**



(CO1) [Application]

**6. Use the reference model given to create the same texture.**



(CO1) [Application]