PRESIDENCY UNIVERSITY
BENGALURU

SCHOOL OF DESIGN
END TERM EXAMINATION - JUN 2023

Semester : Semester VI - 2020
Course Code : BDG310
Course Name : Sem VI - BDG310 - Advanced Texturing and Rendering
Program : BDP&BDG

Date : 9-JUN-2023
Time : 1.00PM - 4.00PM
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.
(iv) Do not write any information on the question paper other than Roll Number.

PART A

ANSWER ALL THE QUESTIONS   (2 X 5 = 10M)

1. Describe the purpose and workflow of creating and using texture maps in Maya.

(CO2) [Knowledge]

2. Describe the process of exporting a textured model from Substance Painter.

(CO2) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS   (2 X 15 = 30M)

3. Model this in 3D software

(CO3) [Comprehension]

4. Texture the same with proper maps.

(CO3) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS   **(1 X 60 = 60M)**

5. Present the given topic and defend the jury clarification.

(CO3) [Application]