

# 13200

**16172**

**3 Hours / 100 Marks**

Seat No.

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- Instructions* – (1) All Questions are *Compulsory*.
- (2) Answer each next main Question on a new page.
- (3) Illustrate your answers with neat sketches wherever necessary.
- (4) Figures to the right indicate full marks.
- (5) Mobile Phone, Pager and any other Electronic Communication devices are not permissible in Examination Hall.

- |  | <b>Marks</b> |
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| <b>1. Attempt any <u>TWO</u> of the following:</b> | <b>20</b>    |
| a) Explain sub-object levels.                      |              |
| b) Explain methods of creating surfaces.           |              |
| c) Explain standard and polygon proxy mode.        |              |
| <b>2. Attempt any <u>TWO</u> of the following:</b> | <b>16</b>    |
| a) Explain smoothing techniques in Maya.           |              |
| b) Explain Basics of NURBS.                        |              |
| c) Draw sketch of 3D text “ANIMAL”.                |              |

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- 3. Attempt any TWO of the following: 16**
- a) Explain the steps and draw sketch of wash basin.
  - b) Explain process of conversion between sub-division poly and NURBS.
  - c) Draw carton character from side and front profile and write steps.
- 4. Attempt any TWO of the following: 16**
- a) Explain polygon modelling techniques.
  - b) Explain subdivision surface modelling.
  - c) List features of full crease and partial crease.
- 5. Attempt any TWO of the following: 16**
- a) Explain editing curves in Maya.
  - b) State the use of stitching tool in Nurbs.
  - c) Describe selection methods at sub-objects levels.
- 6. Attempt any TWO of the following: 16**
- a) How to select paints in the polygon modelling in Maya? Explain.
  - b) Explain combining techniques in Maya.
  - c) Explain separating and splitting techniques in Maya.
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