13200

21718

3 Hours / 100 Marks Seat No. | | | | | | | | |

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) Assume suitable data, if necessary.

(6) Mobile Phone, Pager and any other Electronic Communication devices are not permissible in Examination Hall.

Marks

1. Attempt any TWO of the following: **20**

a) Describe the sub-object levels in Maya.

b) Explain the conversion between sub-division, poly and NURBS.

c) Describe different methods of creating surface.

2. Attempt any TWO of the following: **16**

a) Explain attach and detach in NURBS.

b) Explain the concept of Poly-modelling in brief.

c) Describe combining, separating and splitting in polygon modelling.

P.T.O.

Marks

3. Attempt any TWO of the following: **16**

a) What is meant by full crease and partial crease in Maya? Also describe its functions.

b) Explain paint selection in polygon modelling in Maya.

c) What is process of editing curves.

4. Attempt any TWO of the following: **16**

a) Describe trimming, stitching and customizing in NURBS.

b) Explain sculpting tools in polygon modelling.

c) Explain standard and polygon proxy mode.

5. Attempt any TWO of the following: **16**

a) Explain smoothening techniques in Maya with example.

b) Explain NURBS modelling.

c) Describe selection method at sub-object levels.

6. Attempt any TWO of the following: **16**

a) Write advantages of subdivision surfaces.

b) Draw a man face, front and side view.

c) Explain polygon modelling techniques with example.
