

13200

21819

3 Hours / 100 Marks

Seat No.

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- Instructions* – (1) All Questions are *Compulsory*.
- (2) Illustrate your answers with neat sketches wherever necessary.
- (3) Figures to the right indicate full marks.
- (4) Assume suitable data, if necessary.
- (5) Use of Non-programmable Electronic Pocket Calculator is permissible.
- (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 various Tools to Sculpt.
- b) Explain methods of creating surface.
- c) Describe subdivision surface modelling.
- 2. Attempt any TWO of the following: 16**
- a) Explain Polygon Modeling Technique.
- b) Describe NURBS in MAYA.
- c) Name the components of polygon and state their functionality.

P.T.O.

- 3. Attempt any TWO of the following:** **16**
- a) Explain smoothening Technique in Maya.
 - b) What is polygon modelling? State importance and limitation of polygon modeling?
 - c) Explain component display and filter levels.
- 4. Attempt any TWO of the following:** **16**
- a) What is sub-object level? Explain selection method of sub-object level.
 - b) Explain attach and detach with their importance.
 - c) How to edit subdivision in Maya? Explain.
- 5. Attempt any TWO of the following:** **16**
- a) Describe paint selection in Maya.
 - b) List and explain types of curves.
 - c) Describe full erase and partial erase in Maya.
- 6. Attempt any TWO of the following:** **16**
- a) Explain the concept of combining, separating and splitting.
 - b) How to edit curve? Explain.
 - c) Explain how to trim surface in NURBS.
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