

13200

11718

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) Assume suitable data, if necessary.
 - (6) Use of Non-programmable Electronic Pocket Calculator is permissible.
 - (7) 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) Explain NURBS in details.
 - b) Explain sub-division surface modelling.
 - c) Explain polygon modelling techniques.

- 2. Attempt any TWO of the following:** **16**
 - a) Explain standard and polygon proxy mode.
 - b) Describe all selection methods at sub-object levels.
 - c) Describe all smoothing techniques in Maya.

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- 3. Attempt any TWO of the following:** **16**
- a) Describe editing sub - division.
 - b) Explain merging in NURBS.
 - c) Explain bridge tool in polygon modelling.
- 4. Attempt any TWO of the following:** **16**
- a) Explain full crease and partial crease.
 - b) Explain combining and separating.
 - c) Explain trimming in NURBS.
- 5. Attempt any TWO of the following:** **16**
- a) Explain stitching tool in NURBS.
 - b) Explain about make hole tool and filling holes in polygon tool.
 - c) What is Polygon? Explain its components and their functionality.
- 6. Attempt any TWO of the following:** **16**
- a) Explain Push, Pull, Smooth and key framing tools used in Maya.
 - b) Explain all methods of creating surface in brief.
 - c) Explain about boolean tool in polygon.
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