# 13200

Seat No.

*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 polygon modelling techniques.

b) List and explain sculpt tools.

c) Explain methods of creating surfaces.

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

a) Explain smothening techniques in MAYA.

b) Describe basic of NURBS.

c) Explain combining and seperating.

**Marks**

**3.**    **Attempt any <u>TWO</u> of the following:**                    **16**

   a)  Describe sub object level.

   b)  Explain use of stitching tools in NURBS.

   c)  What is full erase and partial erase? State their use.

**4.**    **Attempt any <u>TWO</u> of the following:**                    **16**

   a)  State the purpose of polygon modelling and explain.

   b)  What is curve? Explain curve editing.

   c)  Describe subdivision modelling.

**5.**    **Attempt any <u>TWO</u> of the following:**                    **16**

   a)  Explain selection method at sub object level.

   b)  Describe NURB surface with attach and detach.

   c)  Explain editing of subdivision.

**6.**    **Attempt any <u>TWO</u> of the following:**                    **16**

   a)  Describe splitting with example.

   b)  Write a process of conversion between subdivision, poly and NURBS.

   c)  Explain component display and filter level.

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