

Sr. No. 7426

Exam. Code: 218402

Subject Code : 6584

M. Design (Multimedia) - 2nd Sem.

(2517)

Paper-I: Z-Brush

Time allowed: 3 hrs.

Max. Marks: 40

Section A (attempt any five)

5x1= 5 marks

1. Surface Noise is way to display procedural effects on the surface of your model.
a) True b) False c) None of these
2. It will allow for ZBrush's rendering system to replace a generated FiberMesh, or a models individual polygons with any other 3d mesh.
a) True b) False c) None of these
3. When a mesh is divided (quadrupling the mesh resolution), ZBrush will retain the previous level or levels. This will allow you to switch between levels at any time.
a) True b) False c) None of these
4. The Alpha is a grayscale image that is used as a mask by the brush to change its shape.
a) True b) False c) None of these
5. ZBrush is able to fuse topology with new topology on an existing mesh.
a) True b) False c) None of these
6. This palette will allow you to import/export textures that you wish to apply to your character or brushes.
a) True b) False c) None of these
7. HDRI stands for high definition resolution image.
a) True b) False c) None of these

Section B: (answer any five)

3x5=15 marks

8. What is depth cue?
9. What is poly paint?
10. What is Alpha palette?
11. What is UV paint?
12. What is turntable video?

PTO

(2)

13. What is Dyna mesh?

14. What is BPR?

Section C: (answer any two)

2x10=20 Marks

1. Describe the GI interface of Z Brush.
2. Describe the posing process in Z Brush.
3. What is the lighting process in Z Brush?
4. Describe the sculpting process in Z Brush.

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