

**UG – 429**

**BMA-13**

**B.Sc. DEGREE EXAMINATION – JUNE 2019.**

**Third Year**

**REALISTIC FEATURES AND RIGGING**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — ( $3 \times 5 = 15$  marks)**

**Answer any THREE questions.**

**Write short notes on the following:**

1. Joints
2. Gimbal lock
3. Kinematics
4. Rendering
5. Shading

PART B — ( $4 \times 15 = 60$  marks)

Answer any FOUR questions.

6. Explain the elements of Rigging in detail.
7. Basic hair workflow – discuss
8. Explain the orientation of joints with an example.
9. Discuss how to create hair options step by step.
10. Explain the Maya muscle system in detail.
11. Discuss the process of creating joint hierarchy.
12. Elaborate on how to attach and detach fur using examples.

---