

Dr. Babasaheb Ambedkar Open University
Term End Examination February – 2026

Course	: BCADES	Date	: 16-02-2026
Subject Code	: BCADES-304 (Animation)	Time	: 11:30am to 01:45pm
Subject Name	: Illusion 1	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (30)

1. Describe the Maya Interface in detail.
2. Explain NURBS surfaces in detail.
3. Explain shaders, materials, and mapping in Maya.
4. Explain the process of assigning and editing materials in Maya.
5. Explain the Modeling process in Maya.

Section B

Answer the following (Attempt any four) (20)

1. Explain the role of lighting and rendering in CG animation.
2. Explain polygon modeling in Maya.
3. Differentiate between NURBS modeling and Polygon modeling.
4. Describe the process of creating 3D text in Maya.
5. Describe the Hypershade window in detail.
6. Discuss the role of Attribute Editor in texturing.

Section C

Part – A (Multiple Choice Questions) (10)

- 1 Autodesk Maya is mainly used for creating:
A Word documents B 2D drawings only
C 3D animation, films, games, and VFX D Accounting software
- 2 How many main stages are there in the CG Production Pipeline?
A Two B Three
C Four D Five
- 3 Which menu set is accessed using the F6 key in Maya?
A Animation B Polygons
C Surfaces D Rendering
- 4 NURBS stands for:
A Non-Uniform Rational B-Splines B New Unified Rendering Base System
C Network Utility Rendering System D Numeric User Rendering Base
- 5 Which component represents boundaries between surface patches in NURBS?
A CVs B Surface points
C Isoparms D Vertices

- 6 The default degree of NURBS curves in Maya is:
A 5 B 3
C 2 D 1
- 7 Polygon models are mainly composed of:
A Curves B Patches
C Control points D Vertices, edges, and faces
- 8 Which modeling method is best for smooth curved surfaces like car bodies?
A NURBS modeling B Polygon modeling
C Wireframe modeling D Box modeling
- 9 A material in Maya defines:
A Only object shape B Object movement
C Surface color and appearance D Camera position
- 10 Ray tracing is used to achieve:
A Fast rendering only B Realistic reflections and shadows
C Flat shading D Low-quality output

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 Maya supports scripting languages such as MEL for automation and customization.
- 2 Pre-production in CG animation mainly involves rendering and lighting work.
- 3 Rendering converts a 3D scene into final image or movie files.
- 4 A surface patch is the area enclosed between isoparms on a NURBS surface.
- 5 Chord-length parameterization assigns values based on the distance between edit points.
- 6 Polygon modeling always produces smoother results than NURBS modeling.
- 7 Hypershade and Hypergraph perform exactly the same function and interface.
- 8 Ray tracing reduces realism but increases rendering speed significantly.
- 9 The Attribute Editor allows detailed modification of material and texture properties.
- 10 Converting NURBS surfaces to polygons can help in creating clean polygon geometry.
