PAPER ID-411123

Roll No:

B. VOC.
(SEM III) THEORY EXAMINATION 2021-22
TEXTURE AND LIGHTING

Time: 3 Hours   *Total Marks: 30*

Note: **1.** Attempt all Sections. If require any missing data; then choose suitably.

SECTION A

1.   **Attempt *all* questions in brief.**   **1x6=6**
   a.   Define the term Texture?
   b.   What do you mean by Opacity?
   c.   How Reflection does affect Texture and Opacity?
   d.   Define the term UV Unwrapping in Texture formation.
   e.   Define the application of the texture maps.
   f.   What is Displacement Mapping in Texture?
   g.   What are standard lights used in Lighting?

SECTION B

2.   **Attempt any *three* of the following:**   **3x3=9**
   a.   Describe about line, shape, space and texture in detail with examples.
   b.   How does a digital camera work and what are the factors influence the image quality?
   c.   Write about additive and subtractive color and their roles in Texture formation.
   d.   Using some example show the application of Parametric texture in texture formation.
         e. Define the term Ambient light, its use and role in texture formation.

SECTION C

3.   **Attempt any *one* part of the following:**   **3x1=3**
   (a)   How to perform Unwrapping and Painting the textures in Photoshop?
   (b)   What do you mean by Texture Shading? Explain using some example.
4.   **Attempt any *one* part of the following:**   **3x1=3**
   (a)   What are RGB and CMYK color modes useful in Texture formation?
   (b)   Explain PBR texturing and its application in Texture formation.
5.   **Attempt any *one* part of the following:**   **3x1=3**
   (a)   Write a short note on UV adjustment in Texture formation.
   (b)   Mention the term UV padding and Texture size with example.
6.   **Attempt any *one* part of the following:**   **3x1=3**
   (a)   Describe the term Individual maps used in Texture.
   (b)   Explain the term Tileable maps and individual maps used in Texture.
7.   **Attempt any *one* part of the following:**   **3x1=3**
   (a)   How can the Quality of Interior space enhanced with proper use of color, texture and light?
   (b)   Discuss the Triad Color scheme useful in the field of Lighting useful in Texture formation.