B.Design (Multimedia) 7ᵗʰ Semester (Batch 2022-26)

MUDBOX

Time Allowed—3 Hours]   [Maximum Marks—50

Note :— Attempt **FIVE** questions in all, selecting at least **ONE** question from each section. The fifth question may be attempted from any section. All questions carry equal marks.

SECTION—A

1. What is the difference between subdivision modeling and polygonal modeling? How are these techniques used in Mudbox?

2. Explain the concept of symmetry in Mudbox. How can symmetry be used to create balanced and consistent models?

SECTION—B

3. Discuss the concept of texture projection in Mudbox. How is it used to apply textures to complex 3D models?

4. Explain the process of creating and using texture sets in Mudbox. How can texture sets be used to manage and organize textures?