



Skill India
कौशल भारत - कुशल भारत



Sample Test Paper

1st Level Screening Competitions

Skill- 3D Digital Game Art

Category: Creative Arts & Fashion

Syllabus

1. Concept-

1. Basic knowledge of developing a Concept art for Games.
2. Basic knowledge of color theory, shading, Silhouette, perspective, light and shadow.
3. Basic knowledge of Software Photoshop to make Digital sketch.

2. 3D Modeling-

1. Basic knowledge of Polygon and spline modeling.
2. Basic knowledge of 3D software's to make a 3d model using vertex, edge, face and sculpting in game industry.
3. Knowledge of Transform tools, pivot and managing Edge flow in 3D software.
4. Basic knowledge of user interface (View port, Shaders, Materials) of software to modify and develop a 3d model.

3. UV-

1. Basic knowledge of UV layout according Gaming pipeline.
2. Knowledge of UV padding and Texture size.
3. Knowledge of UV adjustment (overlapping, Tileable etc).

4. Texture-

1. Basic knowledge of Tileable maps and individual maps.
2. Knowledge of UV padding and Texture size.
3. Knowledge of UV adjustment (overlapping, Tileable etc.).
4. Knowledge of PBR texturing

5. Rigging & Animation-

1. Basic knowledge of Rigging and Skinning/Weighting in 3d software.
2. Basic knowledge of creating animation in 3D software.
3. Knowledge of Blend shapes and how it works in Production.
5. Knowledge of Engine used in Gaming Industry.

3D Test Project MCQ's

S. No.	Question	Option A	Option B	Option C	Option D	Correct Option
1	What does poly-count means?	Number of polygon in specific asset/s	Number of triangle in specific asset/s	Number of polygon visible from camera	Number of vertices in an asset	A
2	How does working in symmetry during modeling helps in making 3d models	It keeps the model same on the both side.	You only need to make one half of the model.	It makes topology of the model easy to work for texture and rig.	All of above.	D
3	What does vertex mean	Point where two curves or lines meet	Polygon with zero area	Where two polygons meet.	Face surrounded by 3 edges	A
4	Why creating proper edge flow of a 3d model in loops help while rigging	It makes painting weight easier	It makes deformation of mesh natural.	It helps in selecting loops.	All of above.	D
5	What is Silhouette means	Volume of 3d model	Area of model	Outline of model.	Inner form of model	C
6	What is the use of layer in max and Maya	It is used to texture in different layers	It is used to keep rigging and model in one place	It is used to keep models, bones, locators etc. separate	It is used to help in lighting scene properly	C
7	What is not a standard primitive in 3d?	Sphere	cube	Helix	Rope	D
8	What is viewport?	Camera name in 3d	Viewing window in 3D	Portable viewer in computer Graphics	Camera menu in computer Graphics	B
9	What is the difference between orthographic and Perspective viewport?	Orthographic has fixed depth and perspective viewport has real like depth with converging line	Orthographic viewport has different aspect ratio	Orthographic viewport has different resolution	All of above.	A
10	What is Sculpting?	Is process of creating High resolution 3d model	Is process of creating model for game Engine	Is process of converting clay model into 3d	Is process of creating 3d colored Model	A

