

3D Texturing Practice Test Questions and Answers

1. A texture extracted from a file.

- A) File Textures
- B) Title Safe
- C) Action Safe
- D) Box Modeling

2. A shader's and texture's connection.

- A) Shading Networks
- B) Hierarchies
- C) Normals (Display>Polygons>Face Normals)
- D) Ray Tracing

3. In ZBrush, what is Polypaint used for?

- A) Painting vertex colors directly onto high-poly mesh geometry
- B) Generating normal maps from sculpt detail
- C) Applying tiled UV textures
- D) Baking ambient occlusion

4. A light that is emitted from all sides.

- A) Point Lights
- B) Displacement Maps
- C) Shading Networks
- D) Directional Light

Answers: 1-A 2-A 3-A 4-A

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