

**BACHELOR OF ARTS IN 3D ANIMATION AND  
VISUAL EFFECTS**

**Term-End Theory**

**December, 2013**

**BNMI-007 : 3D DESIGN**

*Time : 1½ hours*

*Maximum Marks : 30*

*Note : Attempt ALL questions.*

The following section is objective questions. Please tick the right answers. Each question carries 1 mark.

1. Which option given exact number of particles to be emitted over the life of the particle system ?
  - (a) Use rate
  - (b) Use total
  - (c) Emit Start.
  
2. Which of the below particle system provides the option to choose custom particle emitter ?
  - (a) Super Spray
  - (b) Blizzard
  - (c) P Array.
  
3. In Reactors, Object properties to simulate a 3d object with key framed animation the option is \_\_\_\_\_.
  - (a) Inactive
  - (b) Phantom
  - (c) Unyielding

4. In Particle Flow which Operator helps to generate custom geometry as particles ?
  - (a) Shape
  - (b) Shape facing
  - (c) Shape instance
  
5. What should be used to bounce a particle system against a 3d surface ?
  - (a) Deflector
  - (b) Space Warp
  - (c) Lights
  
6. Which of the below is not type of particle ?
  - (a) Meta Particles
  - (b) Instanced Geometry
  - (c) Blobmesh
  
7. Which of the below particle system allows to pick a 3d object as emitter ?
  - (a) Super Spray
  - (b) P array
  - (c) Blizzard
  
8. Which of the below is not a Constraints in Reactor ?
  - (a) Hinge
  - (b) Rigid body
  - (c) Point to Path
  
9. All 3d objects cannot be simulated as cloth.
  - (a) True
  - (b) False
  
10. Which of the below Test will be used to detect the life of particles in an event ?
  - (a) Collision
  - (b) Send Out
  - (c) Age Test

11. In Hair and Fur modifier 2d splines can be used for styling of hair.  
(a) True                      (b) False
12. Which of the below is an Operator in P flow ?  
(a) Collision  
(b) Split Amount  
(c) Spin
13. Which of the below test would need a U Deflector ?  
(a) Age Test  
(b) Collision Test  
(c) Scale Test
14. Which of the below operator is to be used for animated material in particle flow ?  
(a) Mapping  
(b) Material Static  
(c) Material Dynamic
15. Space warps cannot be used in simulation of cloth.  
(a) True                      (b) False

Answer the below questions in brief (min 5 lines).  
Each question carries 5 marks each.

1. What is the used of Hair and Fur Modifier ?  
Explain with an example.
  2. Explain in brief any two of the below Test in particle flow.  
(a) Collision Test  
(b) Go to Rotation Test  
(c) Speed Test  
(d) Scale Test
  3. What is the use of Soft Body Collections in Reactors, explain with example.
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