

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

**Term-End Theory**

**December, 2012**

**BNMI-005 : 3D Basics - I**

*Time : 1½ hours*

*Maximum Marks : 30*

*(Weightage 30%)*

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*Note : Attempt all questions.*

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

1. What is the color temperature of Daylight ?  
(a) 200 Degree Kelvin  
(b) 5600 Degree Kelvin  
(c) 1000 Degree Kelvin
  
2. Unlike a Spot light the target directional light casts parallel beams to light.  
(a) True            (b) False
  
3. Which of the below is not a sub object level in Edit Mesh ?  
(a) Vertex        (b) Border        (c) Edge

4. \_\_\_\_\_ affects the edges of the shadow by averaging the area within shadows.
- (a) Sample Range
  - (b) Shadow Range
  - (c) Bias Range
5. To change the highlight or shine in an object you need to work with \_\_\_\_\_.
- (a) Opacity
  - (b) Specular
  - (c) Ambient
6. Which of the below parameter associates a map with an object's mapping coordinates ?
- (a) Map channel
  - (b) Object ID
  - (c) Map ID
7. To assign two different materials to the front and back faces of the same object the type of material is :
- (a) Mix Map
  - (b) Shellac
  - (c) Double Sided
8. Which of the below views show the scene with lines that converge at the horizon ?
- (a) Perspective view
  - (b) Orthographic view
  - (c) Schematic view

9. Which of the below is not a unit to measure light intensity ?  
(a)  $lm$                       (b)  $cd$                       (c)  $mm$
10. To create a realistic Glass shaders, which of the below Maps needs to be worked on ?  
(a) Bump  
(b) Opacity  
(c) Refraction
11. To cast an image through light, the option is \_\_\_\_\_.  
(a) Decay  
(b) Attenuation  
(c) Projector Map
12. In CG Lighting H.D.R.I stands for \_\_\_\_\_.  
(a) Highest Dynamic Range Imaging  
(b) High Dynamic Range Imaging  
(c) High Dynamic Range Imagery
13. A \_\_\_\_\_ actually displaces the geometry surfaces.  
(a) 3D Displacement shader  
(b) Normal MAP  
(c) Bump Map

14. Which of the below is not a UVW projection technique ?
- (a) Cylindrical
  - (b) Relax
  - (c) Planar
15. In Bend modifier which of the below options will decide the amount of bend applied to an object ?
- (a) Angle      (b) Direction      (c) Limit

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

1. What are the different sub object level in an Edit Poly modifier ? Explain in brief any three.
  2. What are Caustics ? Explain in brief the process to generate Caustics.
  3. Describe the difference between UVW MAP and UVW UNWRAP modifiers.
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