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%)

Note: Attempt all questions.

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				
	aver	aging 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	d to work with				
	(a)	Opacity				
	(b)	Specular				
	(c)	Ambient				
6.	Which of the below parameter associates a map					
	with	with an object's mapping coordinates?				
	(a)	Map channel				
	(b)	Object ID				
	(c)	Map ID				
7.	Тоа	To assign two different materials to the front and				
	bacl	c 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				

Which of the below is not a unit to measure light intensity?							
(a)	<i>l</i> m	(b)	cd	(c)	mm		
To create a realistic Glass shaders, which of the below Maps needs to be worked on?							
	_						
` '	•						
` '	• •						
To cast an image through light, the option is							
(a)	Decay						
(b)	Attenuatio	n					
(c)	Projector N	Мар					
In CG Lighting H.D.R.I stands for							
(a)	Highest Dynamic Range Imaging						
(b)	High Dyna	mic :	Range	Imaging			
(c)	High Dyna	amic [Range	Imagery			
Α	a	ctual	ly disp	laces the	geometry		
surfaces.							
(a)	3D Displac	cemei	nt shad	er			
(b)	Normal M	AP					
(c)	Bump Map)					
	To combelow (a) (b) (c) To combelow (a) (b) (c) In Combelow (a) (b) (c) A	intensity? (a) Im To create a realibelow Maps nee (a) Bump (b) Opacity (c) Refraction To cast an image (a) Decay (b) Attenuation (c) Projector Marcolomy In CG Lighting (a) Highest Decay (b) High Dyna (c) High Dyna Aa surfaces. (a) 3D Displace (b) Normal Marcolomy (c) Image of the complex of the	intensity? (a) Im (b) To create a realistic Cobelow Maps needs to (a) Bump (b) Opacity (c) Refraction To cast an image th (a) Decay (b) Attenuation (c) Projector Map In CG Lighting H.D.I (a) Highest Dynamic Cobelow High Dynamic Cobelow High Dynamic Cobelow High Dynamic Cobelow A actual surfaces.	intensity? (a) Im (b) cd To create a realistic Glass shelow Maps needs to be work (a) Bump (b) Opacity (c) Refraction To cast an image through (a) Decay (b) Attenuation (c) Projector Map In CG Lighting H.D.R.I start (a) Highest Dynamic Range (b) High Dynamic Range (c) High Dynamic Range A actually dispussing surfaces. (a) 3D Displacement shade (b) Normal MAP	intensity? (a) Im (b) cd (c) To create a realistic Glass shaders, whelow Maps needs to be worked on? (a) Bump (b) Opacity (c) Refraction To cast an image through light, the (a) Decay (b) Attenuation (c) Projector Map In CG Lighting H.D.R.I stands for (a) Highest Dynamic Range Imaging (b) High Dynamic Range Imaging (c) High Dynamic Range Imagery A actually displaces the surfaces. (a) 3D Displacement shader (b) Normal 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.