

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

**Term-End Theory
December, 2012**

01898

BNMI-007 : 3D DESIGN

Time : 1½ hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt ALL questions.

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

1. Space warps can be use in simulation of cloth :
(a) True (b) False

2. 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

3. Which of the below Parameters decides the death of an emitted particle ?
(a) Emit stop
(b) Life
(c) Speed

4. In Reactors, Object properties to simulate a 3d object with keyframed animation the option is _____
- (a) Inactive
 - (b) Phantom
 - (c) Unyielding
5. In particle Flow which Operator helps to generate particles from 3d objects ?
- (a) Position object
 - (b) Shape facing
 - (c) Birth
6. Which Operator allows the particles to have a constant material (non animated) through the event ?
- (a) Material Frequency
 - (b) Mapping
 - (c) Material Static
7. In Hair Styling menu the shortkey for Haircut brush is _____
- (a) Ctrl+C
 - (b) Ctrl+B
 - (c) Ctrl+V
8. Which of the below Particle system allows to pick a 3d object as emitter ?
- (a) Super Spray
 - (b) P array
 - (c) Blizzard

9. Which of the below is not a Constrains in Reactor ?
- (a) Hinge
 - (b) Point to Path
 - (c) Motor
10. All 3d objects can be simulated as cloth.
- (a) True
 - (b) False
11. Which Spacewarp should be used to move the emitted particles along a path ?
- (a) Wind
 - (b) Drag
 - (c) Path follow
12. In Hair and Fur modifier 2d splines can be used for styling of hair.
- (a) True
 - (b) False
13. Which of the below is not a test in P flow ?
- (a) Collision
 - (b) Split Amount
 - (c) Shape Instance
14. Which of the below test would not need a U Deflector ?
- (a) Spawn Collision
 - (b) Collision
 - (c) Scale

15. For a 3d animated character to participate in Reactor simulation it has to be added to _____ collection.
- (a) Soft Body
 - (b) Deformable Mesh
 - (c) Rigid Body

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

1. What are Deflectors and how do they affect particle system ?
 2. Explain the brief *any two* of the below Test in particle flow.
 - (a) Collision Span Test
 - (b) Send Out Test
 - (c) Find Target Test
 - (d) Age Test
 3. What is the use of Constraint in reactor, explain *any two* ?
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