BNMI-005

# BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
## Term-End Theory Examination
00330          December, 2014
### BNMI-005 : 3D BASICS – I

*Time : 1½ hours*

*Maximum Marks : 30*

*(Weightage 30%)*

*Note : Attempt all questions.*

*The following section has objective type questions. Please select the correct answer. Each question carries 1 mark.*

1.  In standard lights, to blur the shadows while working with Shadow map we use
    (a)  Shadow map
    (b)  Bias
    (c)  Shadow density

2.  Spot light casts parallel beams of light.
    (a)  True
    (b)  False

3.  Which of the following is *not* a sub-object level in Edit Poly ?
    (a)  Polygon
    (b)  Border
    (c)  Patch

**4.** In 3ds Max, if you want to create a 3D object by rotating a shape round an axis, the modifier to be used is

(a) Bend

(b) Lathe

(c) Taper

**5.** While working with Edit Poly to merge two or more vertices which option is used ?

(a) Weld

(b) Extrude

(c) Chamfer

**6.** Which of the following is *not* a UVW mapping technique ?

(a) Cylindrical

(b) Pack UV

(c) Planar

**7.** To convert a Text into 3D, the modifier used is

(a) Bevel

(b) Edit Spline

(c) Lattice

**8.** The default keyboard short-cut used to activate Zoom tool is

(a) Alt+W

(b) Alt+Z

(c) Ctrl+Z

**9.** Which of the following is *not* a unit to measure light intensity ?

(a)   lm

(b)   cm

(c)   cd

**10.** In Mental ray rendering, Global Illumination is mainly used to derive

(a)   Caustics

(b)   Indirect Illumination

(c)   HDRI maps

**11.** The _____ controls allow you to partially select sub-objects in the vicinity of an explicit selection.

(a)   Area Selection

(b)   Soft Selection

(c)   Select and Transform

**12.** To select an object by name, the default keyboard short-cut used is

(a)   H

(b)   O

(c)   C

**13.** Photon emissions can be calculated only with

(a)   Scanline Render

(b)   Mental Ray Render

(c)   Radiosity

**14.** Which of the the following materials would you use to apply multiple materials to different faces of the same object ?

(a)  Multi/Sub-object

(b)  Ink Paint

(c)  Shell

**15.** To change the visibility of an object, the following will have to be changed in the Material Editor :

(a)  Opacity

(b)  Diffuse

(c)  Specular

*Answer **all** the questions given below. Each question carries 5 marks.*

**16.** Explain in brief the differences in Diffuse map and Specular map. Give relevant examples.

**17.** What are Caustics ? Explain in brief the process to achieve Refractive caustics.

**18.** Explain in brief the process to use pelt mapping in Unwrap UV modifier.

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