

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

**Term-End Theory**

**December, 2015**

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

*Time : 1½ hours*

*Maximum Marks : 30*

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**Note :**      *Attempt all questions.*

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The following section has objective questions. Tick the right answers. Each question carries 1 mark.

1. Which of the map option allows you to hide portion of the mesh in rendering ? 1
  - (a) Opacity Map
  - (b) Diffuse Map
  - (c) Specular Map
  
2. Which of the below modifier will help to flip the normals in a mesh ? 1
  - (a) Flex
  - (b) Normal
  - (c) Edit normal
  
3. To store light information we use HDRI files where HDRI stands for \_\_\_\_\_. 1
  - (a) High Dynamic Range Images
  - (b) High Defination Result Image
  - (c) Hue Difference Range Image

4. The shortcut used to toggle view port is \_\_\_\_\_ 1
- (a) Alt+Z
  - (b) Alt+W
  - (c) Alt+B
5. Which of the below lights can generate conical rays of light ? 1
- (a) Omni light
  - (b) Spot light
  - (c) Directional light
6. In UVW unwrap modifier to arrange all the UVs at one click the option is \_\_\_\_\_. 1
- (a) Pack UVs
  - (b) Relax
  - (c) Break
7. To load a reference image in a view port background the shortcut used is \_\_\_\_\_. 1
- (a) Alt+B
  - (b) Alt+C
  - (c) Alt+X
8. An open spline can have 2 options to make first vertex. 1
- (a) True
  - (b) False

9. To convert a 2D shape into 3D, the modifier used is \_\_\_\_\_. 1
- (a) Edit surface
  - (b) Edit spline
  - (c) Extrude
10. To cast the effect of light scattering onto an object via reflection/refraction through another object is called : 1
- (a) Plastics
  - (b) Shine
  - (c) Caustics
11. Volume light effect is available in \_\_\_\_\_ dialog box. 1
- (a) Environment
  - (b) View
  - (c) Lights
12. Which of the option allows many materials to be applied on an object with different material id ? 1
- (a) Multi/Sub - object
  - (b) Shellac
  - (c) Ink 'n' paint
13. In standard lights, to blur the shadows while working with shadow map we use \_\_\_\_\_. 1
- (a) Bias
  - (b) Sample range
  - (c) Shadow density

14. To give 2 dimensional cartoony look to a 3D object in render we should use. 1
- (a) Ink 'n' paint
  - (b) Raytrace
  - (c) Top/Bottom
15. Photon emission can be calculated only with 1
- \_\_\_\_\_.
- (a) Mental ray render
  - (b) Sconline render
  - (c) Radiosity

Answer the following questions in brief. Each question carries **five** marks.

16. What are the different types of projection ? 5  
Explain any two in brief.
17. What is the importance of Texturing in 3D software ? 5
18. What is Global Illumination ? Explain the brief. 5
- \_\_\_\_\_