

00341

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

Term-End Theory

December, 2015

BNMI-007 : 3D DESIGN

Time : 1½ hours

Maximum Marks : 30

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

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

1. Space warps can be used in simulation of hair and fur modifier. **1**
 - (a) True
 - (b) False

2. _____ lets you apply forces which causes them to separate in order to prevent or minimize collision among them. **1**
 - (a) Rotation operator
 - (b) Group operator
 - (c) Keep apart operator

3. _____ lets you to select only the vertex at the end of each guide in hair and fur modifier. **1**
 - (a) Select hair by end
 - (b) Select whole guide
 - (c) Select guide by root

4. Which test attaches particles to objects and keep them attached even as the object animates ? 1
(a) Collision test
(b) Lock/Bond test
(c) Speed test
5. In cloth modifier which option helps resistance to bending of the fabric ? 1
(a) U compress / V compress
(b) U stretch / V stretch
(c) U bend / V bend
6. Custom particles cannot be generated with P Array. 1
(a) True
(b) False
7. _____ Test lets the particle system check how long a particle has been in the current event and branch accordingly. 1
(a) Spawn
(b) Age
(c) Send out
8. Which of the below test will create new particle from existing particle ? 1
(a) Spawn test
(b) Send out
(c) Collision test
9. Which of the below is a space warp in 3Ds Max ? 1
(a) Melt Modifier
(b) Gravity
(c) Light

10. _____ operator lets you set and animate particle orientation during an event, with optional random variation. 1
- (a) Rotation
 - (b) Spin
 - (c) Position
11. _____ operator replaces each particle with either a rectangle box cut out from the particle geometry with an image mapped onto it. 1
- (a) Initial state
 - (b) Shape mark
 - (c) Mapping
12. To simulate 3D geometry as cloth which modifier is used : 1
- (a) Cloth
 - (b) HSDS
 - (c) Hair and fur
13. In hair styling menu the shortcut key for hair cut tool is : 1
- (a) Ctrl+C
 - (b) Ctrl+B
 - (c) Ctrl+X
14. Hair styling can be done easily with the help of _____ 1
- (a) Splines
 - (b) 3D Geometry
 - (c) Bones

15. Which of the below is not a type of particle ? 1
- (a) Meta particle
 - (b) Instanced geometry
 - (c) Blobmesh

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

16. What are space warps and how do they affect particle system ? 5
17. What are “Test” in particle flow ? Explain any two. 5
18. Explain in brief the process of creating a fountain using super spray. 5
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