

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

Term-End Theory Examination

December, 2016

00412

BNMI-007 : 3D DESIGN

Time : $1\frac{1}{2}$ hours

Maximum Marks : 30

Note : All questions are compulsory.

The following section has objective type questions. Select the right answer. Each question carries 1 mark.

1. _____ mode creates hair simulation interactively in the viewports. 1
 - (a) Manual
 - (b) Live
 - (c) Hybrid

2. In Hair and Fur _____, rollout provides tools to create a hairstyle from an existing spline object. 1
 - (a) tools
 - (b) mr parameters
 - (c) kink parameters

3. In Hair and Fur modifier, _____ option sets the brightness of highlights on the hair. 1
- (a) Brightness
 - (b) Specular
 - (c) Diffuse
4. In Cloth modifier, _____ is creating simulation of cloth with creating animation. 1
- (a) Simulate Local
 - (b) Simulate
 - (c) Simulate Home
5. _____ is a shortcut to open PF source window. 1
- (a) Five
 - (b) Three
 - (c) Six
6. _____ is a directional type space warp. 1
- (a) Wind
 - (b) Delete
 - (c) Motor
7. Which of the following operators sets the initial angular velocity for the particles in the current event? 1
- (a) Speed
 - (b) Spin
 - (c) Rotation

8. _____ operator creates particle shape to simulate spot mark on contact geometry object. 1
- (a) Shape Mark
 - (b) Shape
 - (c) Shape Merge
9. Which of the following operators will allow to generate the particles in PF source ? 1
- (a) Birth
 - (b) Emit
 - (c) Born
10. PArray particle system is an event-driven particle system. 1
- (a) True
 - (b) False
11. Which operator uses material ID to apply materials on particles ? 1
- (a) Material Dynamic
 - (b) Position Born
 - (c) Split Amount
12. Which of the following operators will allow gravity space warps to affect particles ? 1
- (a) Force
 - (b) Strength
 - (c) Keep Apart

13. _____ operator places particles on a set of reference objects. 1
- (a) Position Born
 - (b) Position Object
 - (c) Position Icon
14. _____ operator sets the initial orientation for particles in the current event. 1
- (a) Rotation Test
 - (b) Rotation
 - (c) Spin Test
15. Age Test operator checks the life of the particle in the event. 1
- (a) True
 - (b) False

Answer the following questions in brief. Each question carries 5 marks.

16. Explain the use of Shape Facing and Shape Operator with examples. 5
17. Explain the usages of Deflector with example. 5
18. Write a brief note on Drag Space Warps with example. 5
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