

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

**Term-End Theory Examination**

**December, 2017**

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

*Time : 1½ hours*

*Maximum Marks : 30*

---

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

---

The following section has objective questions.  
Please select the right answer each question carries  
1 mark.

1. The \_\_\_\_\_ control allows you to partially select sub objects in the vicinity of explicit selection. 1
  - (a) Select and transform
  - (b) Area selection
  - (c) Soft selection
  
2. Photon emission can be calculated only with : 1
  - (a) Scanline render
  - (b) Mental ray render
  - (c) Radiosity

3. \_\_\_\_\_ parameter changes the visibility of an object in material editor. 1
- (a) Diffuse
  - (b) Specular
  - (c) Opacity
4. Viewing area in 3D studio Max are called : 1
- (a) View points
  - (b) View ports
  - (c) View area
5. The Technique to stretch/pull a complex UVW map is known as \_\_\_\_\_. 1
- (a) Pelt
  - (b) Unwrap
  - (c) Felt
6. FFD stands for : 1
- (a) Full Form Deformation
  - (b) Free Form Deformation
  - (c) Free Fine Deformation
7. Shortcut for vertex sub object level in Edit Poly is \_\_\_\_\_ 1
- (a) L
  - (b) V
  - (c) X

8. To increase or decrease the spread of spot light \_\_\_\_\_ parameter is used. 1
- (a) Attenuation
  - (b) Hotspot
  - (c) Decay
9. Which of the following is not an orthographic view ? 1
- (a) Camera
  - (b) Front
  - (c) Left
10. You can deform an object with the help of paint tool in max. 1
- (a) True
  - (b) False
11. Concept of light bounce in Mental Ray is : 1
- (a) Caustic
  - (b) Global illumination
  - (c) Decay
12. \_\_\_\_\_ is the quickest way to create uneven water surface. 1
- (a) Noise
  - (b) Bend
  - (c) Taper

13. \_\_\_\_\_ affects the visible color of an object in material editor. **1**
- (a) Diffuse
  - (b) Specular
  - (c) Opacity
14. The shortcut key for rotate tool is \_\_\_\_\_. **1**
- (a) E
  - (b) W
  - (c) R
15. To move the shadow of an object away \_\_\_\_\_ parameter is used. **1**
- (a) Bias
  - (b) Size
  - (c) Resolution

Answer the below questions briefly. Each question carries 5 marks.

1. Explain the UV unwrap process. **5**
2. Explain the process to create volume light. **5**
3. Explain any two of the below modifiers with example. **5**
- (a) Bend
  - (b) FFD
  - (c) Lattice