

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS****Term-End Theory Examination****December, 2018****BNMI-005 : 3D BASICS - I***Time : 1½ hours**Maximum Marks : 30*

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- Note :**
- (i) *Attempt all questions.*
 - (ii) *The following section has objective type questions. Select the correct answer. Each question carries 1 mark.*
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Section - A

1. _____ tool helps to merge two vertices in edit poly. 1
(a) Chamfer (b) Weld
(c) Extrude (d) None of the above

2. _____ is an orthographic view port. 1
(a) Perspective (b) Camera
(c) Top (d) None of of the above

3. Ambient color mapping is not visible in viewports or renderings unless the level of the ambient light is greater than the default value of the black. 1
(a) True (b) False

4. Wire parameters works only with parameters that can be animated. 1
(a) True (b) False

5. Which file saves only footstep data ? 1
(a) BIP (b) STP
(c) CSM (d) BVH
6. Editable poly is a/an _____ ; that is, unlikely an editable mesh, it uses more than three-sided polygons. 1
(a) Polygon mesh (b) Editable mesh
(c) Wire frame (d) None of the above
7. An arbitrary point in space is used as the _____ 1
(a) object (b) spline
(c) origin (d) grids
8. The Fire effect does not cast any light or shadows in the scene. 1
(a) True (b) False
9. Which kind of curve can trim surface in NURBS modeling ? 1
(a) CV curve on surface
(b) Vector projected curve
(c) Point curve on surface
(d) All of the above
10. Which of the following standard material do not have diffuse level control ? 1
(a) Phong (b) Blin
(c) Srauss (d) All of the above

11. Global shadow parameters cannot be exported while exporting a 3Ds file. 1
(a) True (b) False
12. _____ is a straight or curved line that connects two vertices in a mesh object or spline. 1
(a) Edge (b) Vertex
(c) Render (d) Tile
13. Which viewport displays settings that lets you view objects as a wire mesh? 1
(a) Workflow (b) View cube
(c) Wireframe (d) Frame rate
14. Which of the following contains information about the scene and the active command? 1
(a) Material (b) Menu bar
(c) Tile bar (d) Status bar
15. Which modifier converts a 2D shape into 3D? 1
(a) Extrude (b) Bend
(c) Lattice (d) None of the above

Section - B

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

16. What is UVW unwrap? Explain. 5
17. Explain the process of creating a 3D Mobile phone model. 5
18. Explain standard primitive tools. 5
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