

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

Term-End Theory

June, 2012

BNMI-005 : 3D Basics - I

Time : 1½hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt all questions.

**The following section has objective questions.
Please tick the right answers. Each question
carries 1 mark.**

1. What is the color temperature of candle flame ?
 - (a) 5000 Degree Kelvin.
 - (b) 1,900 Degree Kelvin.
 - (c) 9000 Degree Kelvin.

2. Which of the below Lights do not have a Light Vector ?
 - (a) Target Directional.
 - (b) Free Spot.
 - (c) Target Spot.

3. To cast the effects of light scatter onto an object via reflection/ refraction through another object is called :
 - (a) Plastics
 - (b) Shine
 - (c) Caustics
4. To give a 2 dimensional look to a 3D object in render we should use :
 - (a) Ink 'n' Paint
 - (b) Raytrace
 - (c) Top/Bottom
5. While working with FFD modifiers FFD stands for _____.
 - (a) Free-form deformation
 - (b) Forced-Form Deformation
 - (c) Free-For Deformation
6. Turning on _____ includes the backfaces of an object while casting shadows.
 - (a) 4 Sided Shadows
 - (b) 2 Sided Shadows
 - (c) Depth map Shadows
7. Fire Effects is available in _____ dialog box.
 - (a) Environment
 - (b) Lights
 - (c) View

8. There are _____ number of material slots in Material Editor.
- (a) 24
 - (b) 48
 - (c) 8
9. _____ sets the size of the Area Light in length, width and height.
- (a) Area Light Dimensions
 - (b) Size Dimensions
 - (c) Target Dimensions
10. Which Parameter sets the intensity of the light ?
- (a) Bias.
 - (b) Multiplier.
 - (c) Raytrace.
11. In CG Lighting what is the full form of I.B.L. ?
- (a) Image Based Logic.
 - (b) Image Based Lighting.
 - (c) Image by Light.
12. The Edit Normals modifier gives you explicit and procedural, interactive control over each of an object's vertex normals.
- (a) True
 - (b) False
13. The _____ material allows you to make whole objects (or any subsets of faces) into matte objects that reveal the current background color or environment map.
- (a) Matte/ Shadow
 - (b) Composite
 - (c) Shellac

14. What is the default shortcut for Material Editor ?
- (a) M
 - (b) C
 - (c) U
15. The _____ modifier extrudes shapes into 3D objects and applies a flat or round bevel to the edges.
- (a) Bevel
 - (b) Shell
 - (c) Surface

Answer the below questions in brief (min 5 lines) each question carries 5 marks each.

1. Explain in Brief "Global Illumination".
 2. What is the difference between an instance and reference while working with Edit menu Clone options ?
 3. What is the difference between a displacement map and Bump Map ?
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