BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2013

00289

BNMI-007 : 3D DESIGN

Time : 1½ hours *Maximum Marks : 30*

Note : *Attempt ALL questions.*

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

1. Which of the below is not an option related to standard particle type ?

    (a) Triangle

    (b) Torus

    (c) Sphere

2. In hair styling menu the shortcut key for Hair brush is :

    (a) Ctrl+C

    (b) Ctrl+B

    (c) Ctrl+V

3. Which parameter decides the velocity of the particles at birth ?

   (a) Speed

   (b) Variation

   (c) Divergence

4. In Rigid body Collection 3D objects with Mass value of 0 will not participate in collision.

   (a) True   (b) False

5. Which Operator lets you apply force to particles to separate them to prevent or minimize collision within them ?

   (a) Shape Mark

   (b) Keep Apart

   (c) Shape Instance

6. With Super spray, particle emission can be changed along different axis.

   (a) True   (b) False

7. Which of the below is not a sub object level of Hair and Fur modifier ?

   (a) Face

   (b) Edge

   (c) Polygon

8. Which of the below modifier should be used to create 3D cloth from 2D splines ?

   (a) Garment Maker

   (b) Cloth

   (c) Reactor Cloth

9. Which Reactor object will be used to simulate a car ?

(a) Toycar

(b) Fracture

(c) Motor

10. Which of the below is an event driven particle system ?

(a) P Array

(b) Super Spay

(c) Particle Flow

11. The space warp will influence the particle system or geometry only when you _____ the space warp to the particle system.

(a) Bind

(b) Link

(c) Attach

12. 3D objects rendered with Hair and Fur modifier are shown in reflections.

(a) True   (b) False

13. Which of the below operator is used in the event to support space warps ?

(a) Force

(b) Birth

(c) Delete

14. Particle Age maps changes the maps of particles based on their _____.
    (a) Age
    (b) Speed
    (c) Size

15. For a rigged and skinned 3D character to participate in reactor simulation it has to be added to _____ collection.
    (a) Rigid Body
    (b) Soft Body
    (c) Deforming Mesh

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

1. Explain in brief Space Warp and how do they affect particle system ? Explain any two in brief.

2. What are "Reactors" in 3Ds Max and explain any two ?

3. Write a brief on Cloth-modifier. Explain with an example.

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