

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

Term-End Theory

June, 2014

00295

BNMI-005 : 3D Basics - I

Time : 1½ hours

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. Which of the below is not type of light in 3Ds Max ?
 - (a) Volume light
 - (b) Spot light
 - (c) Skylight

2. Selecting vertices of an edit poly object is not possible with a paint selection region.
 - (a) True
 - (b) False

3. Default keyboard shortcut for move tool in 3Ds Max is _____.
 - (a) W
 - (b) M
 - (c) T

4. Which of the below material is used to give a cartoony 2D look in render ?
 - (a) Shellac
 - (b) Ink'n Paint
 - (c) Blend

5. While working with Bend modifier which of the below parameter will specify the axis to be bend ?
 - (a) Angle
 - (b) Bend Axis
 - (c) Direction

6. Changing _____ influences the shadow resolution while working with shadow map option.
 - (a) Size
 - (b) Bias
 - (c) Density

7. Fire Effect by default creates a new light in the scene.
 - (a) True
 - (b) False

8. Pivot point of a 3D object can be changed through _____ panel.
 - (a) Modify panel
 - (b) Display panel
 - (c) Hierarchy panel

9. What is the keyboard shortcut for Edge sub object level in Edit Poly ?
 - (a) E
 - (b) 2
 - (c) Ctrl + E

10. Which of the below lights will cast parallel shadows ?
- (a) Direct light
 - (b) Spot light
 - (c) Omni
11. To isolate an selected object from rest of the BG the default keyboard shortcut used is_____.
- (a) Alt + Q
 - (b) Alt + I
 - (c) Alt + X
12. Spot light can be used to light only the specular of an object.
- (a) True
 - (b) False
13. Which material mixes two materials by superimposing one over the other ?
- (a) Matte/Shadow
 - (b) Shellac
 - (c) Morpher
14. Which of the below material lets you mix two materials on a single side of the surface ?
- (a) Mix Map
 - (b) Top/Bottom
 - (c) Blend
15. Which option will allow you to cast an image through the light ?
- (a) Absolute Map Bias
 - (b) Projector Map
 - (c) Density

Answer the below questions. Each question carries 5 marks.

1. Explain in brief following lights. Give relevant example.
 - (a) Omni light
 - (b) Spot light
 - (c) Directional light

 2. What is Material Editor ? Explain any two materials.

 3. Explain in brief with example on the difference between a Bump Map and Displacement Map.
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