

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

Term-End Theory Examination

June, 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. Which of the below is a type of light in 3ds max ? **1**
(a) Volume light
(b) Fire light
(c) Omni

2. Default shortcut key for move tool in 3ds max is **1**
W.
(a) True
(b) False

3. Which of the below material gives a 2d cartoony **1**
look to the background ?
(a) Shellac
(b) Blend
(c) Ink' n paint

4. In bend modifier _____ parameter specifies the axis of bend. 1
- (a) Bend axis
 - (b) Direction
 - (c) Angle
5. Fire effect by default creates light in the scene. 1
- (a) True
 - (b) False
6. Which of the below lights casts parallel shadows ? 1
- (a) direct light
 - (b) omni
 - (c) spot light
7. Spot light can be used for lighting only the diffuse of an object. 1
- (a) True
 - (b) False
8. Which of the material lets you mix 2 material on the single side of surface ? 1
- (a) Mix Map
 - (b) Blend
 - (c) Top/Bottom
9. Which option will allow you to cast a image through lights ? 1
- (a) Density
 - (b) Absolute map
 - (c) Projector map

10. In shadow map _____ option helps you to blur shadows. 1
(a) Sample range
(b) Bias
(c) Shadow density
11. Which of the below is not a sub-object in Edit poly ? 1
(a) Polygon
(b) Border
(c) Patch
12. _____ modifier is used to create a 3d object by rotating a shape around an axis. 1
(a) Taper
(b) Bend
(c) Lathe
13. Which of the below is not a UVW mapping technique ? 1
(a) Pack UV
(b) Cylindrical
(c) Planar
14. To convert a shape into 3d object _____ modifier is used. 1
(a) Lattice
(b) Slice
(c) Extrude
15. Which of the below is not a unit to measure of light intensity ? 1
(a) lm
(b) cm
(c) cd

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

1. Explain the difference between specular map and diffuse map. 5
2. What are Caustics ? Explain the process of achieving Reflective Caustics. 5
3. What are mapping Co-ordinates ? Explain with examples. 5
