BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination
June, 2018

000013

BNMI-005 : 3D BASICS – I

Time : 1½ hours   *Maximum Marks : 30*

Note : *Attempt* **all** *questions.*

SECTION A

The following section has objective type questions. Select the correct answer. Each question carries 1 mark.

1. Which of the following can cast parallel shadows ?   *1*

    (a) Omni Light

    (b) Spot Light

    (c) Direct Light

    (d) None of the above

2. _____ modifier converts a 2D shape to 3D.   *1*

    (a) Lattice

    (b) Bend

    (c) Extrude

    (d) None of the above

3. Fire effect is available in _____ dialogue box.   *1*

   (a) Environment

   (b) View

   (c) Lights

   (d) None of the above

4. To create a highly customizable photo-realistic material for use with the Mental Ray renderer you can use an/a _____ .   *1*

   (a) Arch and Design Material

   (b) Photo Material

   (c) Pro Material

   (d) Architecture Material

5. The Mental Ray equivalent of a radiosity is _____ .   *1*

   (a) Incorrect Final Gather

   (b) Global Illumination

   (c) Photon Tracer

   (d) Raytracing

6. _____ is a type of geometric model of a 3D object made up of vertices, points and connected by edges.   *1*

   (a) Maps

   (b) Mesh

   (c) SMPTE

   (d) NTSC

7. A two-dimensional view of an object can be seen in _____ .   *1*

    (a)   Isometric view

    (b)   Orthographic view

    (c)   Perspective view

    (d)   None of the above

8. _____ is the portion of a spline between two vertices.   *1*

    (a)   Segment

    (b)   Element

    (c)   Tweens

    (d)   None of the above

9. A wireframe box that encloses the extents of an object is known as _____ .   *1*

    (a)   Modifier

    (b)   Animation

    (c)   Origin

    (d)   Bounding Box

10. _____ is an area of user interface where the objects are displayed.   *1*

    (a)   Gizmo

    (b)   Vectors

    (c)   Viewport

    (d)   View cube

11. _____ is used to describe the placement and transformation of maps. *1*

 (a) Tile

 (b) Mesh

 (c) UVW

 (d) Edge

12. Which of the following is used to replicate an image used as a map ? *1*

 (a) Tweens

 (b) Edge

 (c) Pixel

 (d) Tile

13. _____ specifies the placement, orientation and scale of a map of geometry. *1*

 (a) Mapping coordinates

 (b) Frame rate

 (c) Material editor

 (d) None of the above

14. A collective of vertices and connecting segments that form a line or curve is called _____ . *1*

 (a) Origin

 (b) Tile

 (c) Spline

 (d) SMPTE

15. _____ creates a mirrored copy of any object. *1*

 (a) Open Schematic View

 (b) Manage Layers

 (c) Material Editor

 (d) Mirror Selection Objects

SECTION B

*Answer **all** the following questions in brief (minimum 5 to 6 lines each). Each question carries 5 marks.*

16. Explain the process of creating a 3D television model.   5

17. Explain three-point lighting with suitable diagram.   5

18. What is array command ? Describe the procedure.   5

———