

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

**Term-End Theory Examination**

**June, 2018**

00073

**BNMI-006 : 3D BASICS – II**

*Time : 1  $\frac{1}{2}$  hours*

*Maximum Marks : 30*

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

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**SECTION A**

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

1. Which modifier is used to bind the mesh with bones in 3Ds Max? 1
  - (a) Slice
  - (b) Skin
  - (c) Stretch
  - (d) None of the above
  
2. Scale keys are always seen in \_\_\_\_\_ colour. 1
  - (a) Red
  - (b) Blue
  - (c) Green
  - (d) None of the above

3. Which tool in 3Ds Max is highly preferred to move in timeline ? 1
- (a) Dope sheet
  - (b) Curve editor
  - (c) Key sheet
  - (d) None of the above
4. In child parent linking, FK stands for \_\_\_\_\_. 1
- (a) Form Kinematics
  - (b) For Kinematics
  - (c) Forward Kinematics
  - (d) None of the above
5. Which among the following rendering effects should be the last effect to be rendered when additional render effects are being applied to an image or animation ? 1
- (a) Blur
  - (b) Lens effect
  - (c) Depth of field
  - (d) Colour balance
6. In which type of a soft body does the reactor deform the underlying mesh directly ? 1
- (a) Mesh based soft bodies
  - (b) Free-Form Deformation (FFD) bodies
  - (c) Both (a) and (b)
  - (d) None of the above

7. What cannot be done with the trajectories ? 1
- (a) Derive a new path from a spline
  - (b) Collapse transform
  - (c) Convert the path to a spline object
  - (d) None of the above
8. Which operation does **not** remove animation from a NURBS object or sub-object ? 1
- (a) Make independent
  - (b) Fuse
  - (c) Reparameterize
  - (d) None of the above
9. In rigid body dynamics, each body has six degrees of freedom to move : three translational degrees of freedom and three rotational degrees of freedom. 1
- (a) True
  - (b) False
10. Images generated by the computer in between the key frames are called \_\_\_\_\_ . 1
- (a) Tweens
  - (b) Faces
  - (c) Tiles
  - (d) Grids
11. Viewing sequenced still images in quick succession which appear in continuous motion, based on "Persistence of Vision" is called \_\_\_\_\_ . 1
- (a) Animation
  - (b) Origin
  - (c) Parameter
  - (d) Tile

12. \_\_\_\_\_ can change an object's geometrical structure by deforming it in some way. 1
- (a) Tweens
  - (b) Modifier stack
  - (c) Modifiers
  - (d) Origin
13. In skin modifier, what is the maximum value for the skin weight ? 1
- (a) 1
  - (b) 10
  - (c) 100
  - (d) 1000
14. Curve approximation parameters are **not** animatable in NURBS modelling. 1
- (a) True
  - (b) False
15. What is *true* about mirroring motion ? 1
- (a) The mirror motion does not replace the existing motion for the biped.
  - (b) The position of a keyless object is mirrored.
  - (c) This feature mirrors only those biped tracks that have at least one key.
  - (d) All of these

## SECTION B

Answer **all** the following questions in brief. Each question carries 5 marks.

16. Describe the process of skinning in 3Ds Max. 5
  17. Explain how to edit tangents with the Curve Editor. 5
  18. Differentiate Dope Sheet from the Curve Editor. 5
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