

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

**Term-End Theory Examination**

00283

**June, 2018**

**BNMI-007 : 3D DESIGN**

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

*Maximum Marks : 30*

---

**Note :** *All questions are compulsory.*

---

---

**SECTION A**

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

1. Space warps are \_\_\_\_\_ objects that affect the appearance of other objects. 1
  - (a) renderable
  - (b) non-renderable
  - (c) polygon
  
2. 3Ds Max provides two different types of particle systems – event-driven and \_\_\_\_\_ driven. 1
  - (a) mesh
  - (b) force
  - (c) non-event

3. Each operator provides a set of \_\_\_\_\_, many of which you can animate to change particle behavior during the event. 1
- (a) groups
  - (b) parameters
  - (c) objects
4. Particle \_\_\_\_\_ is the primary interface for building and modifying particle flow systems. 1
- (a) View
  - (b) Panel
  - (c) Window
5. Operators and tests are collectively known as \_\_\_\_\_ . 1
- (a) groups
  - (b) events
  - (c) actions
6. A particle system consists of one or more \_\_\_\_\_ wired together. 1
- (a) nodes
  - (b) sections
  - (c) events
7. The event display in Particle View contains the particle diagram. 1
- (a) True
  - (b) False
8. Use the \_\_\_\_\_ operator to remove particles from the particle system. 1
- (a) Remove
  - (b) Delete
  - (c) Detach

9. The \_\_\_\_\_ operator lets you set and animate particle orientation during an event. 1
- (a) Rotation
  - (b) Orientation
  - (c) Spin
10. The Shape Facing operator creates each particle as a \_\_\_\_\_ that always faces a particular object or camera. 1
- (a) circular plane
  - (b) triangular plane
  - (c) rectangle
11. Push applies a uniform, bi-directional force to particle system. 1
- (a) True
  - (b) False
12. The \_\_\_\_\_ is a universal deflector that lets you use any object as a particle deflector. 1
- (a) ODeflector
  - (b) SDeflector
  - (c) VDeflector
13. Which of the following is **not** a sub-object level of Hair and Fur modifier in 3Ds Max ? 1
- (a) Face
  - (b) Polygon
  - (c) Edge

14. The \_\_\_\_\_ modifier is a specialized tool for creating 3D garments from 2D splines. 1
- (a) Cloth Maker
  - (b) Garment Maker
  - (c) Cloth Panel
15. All the modifier-based space warps use a \_\_\_\_\_-shaped (non renderable) object. 1
- (a) box
  - (b) sphere
  - (c) cone

### SECTION B

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

16. Explain the following space warps in brief with example : 5
- (a) Push
  - (b) Drag
17. Write in brief on Cloth FX modifier with an example. 5
18. Explain the following particle flow operators with example : 5
- (a) Delete
  - (b) Force