

1395373

No. of Printed Pages : 4

**BNMI-005**

**BACHELOR OF ARTS IN 3D  
ANIMATION AND VISUAL EFFECTS  
(BAAVFX)**

**Term-End Examination  
June, 2019**

**BNMI-005 : 3D BASICS—I**

*Time : 1½ Hours*

*Maximum Marks : 30*

---

*Note : Attempt all questions.*

---

---

**Section—A**

This Section has objective type questions. Select the correct answer. Each question carries 1 mark.

1. .... modifier converts a 2D shape to 3D.
  - (a) Lattice
  - (b) Bend
  - (c) Extrude
  - (d) Particles
  
2. Which is an object based deflector ?
  - (a) S deflector
  - (b) Omni deflector
  - (c) Arc Omni deflector
  - (d) U Deflector

(A-41) P. T. O.

3. Radiosity is based on :
  - (a) Temperature
  - (b) Intensity
  - (c) Harmonics
  - (d) Organics
4. Does view port backface culling affect object rendering ?
  - (a) Yes
  - (b) No
5. To delete an edge along with the vertices, what do you press ?
  - (a) Shift + Backspace
  - (b) Caps + Backspace.
  - (c) Ctl + Backspace
  - (d) Del + Backspace
6. Where do you find nodes in 3DS Max ?
  - (a) Track view
  - (b) Schematic view
  - (c) Graph editor
  - (d) None of the above
7. Is ray marching algorithm available in 3DS Max ?
  - (a) Yes
  - (b) No
8. Can process of light tracer and radiosity be used together ?
  - (a) Yes
  - (b) No

9. Which map creates illusion of depth ?
- (a) Displacement
  - (b) Opacity
  - (c) Bump
  - (d) Diffuse
10. What does HSDS stand for ?
- (a) Hierarchy subnormal surface
  - (b) High subdivision surface
  - (c) Hierarchy subdivision surface
  - (d) None of the above
11. What reactor is used for breaking objects in fragments ?
- (a) Rigid body
  - (b) Fracture
  - (c) Soft body
  - (d) Hinge
12. Which of the following is not an exposure controller ?
- (a) Photometric
  - (b) Logarithmic
  - (c) Automatic
  - (d) None of the above
13. Which portion should be selected to embed biped into physique modifier ?
- (a) Hips
  - (b) Legs
  - (c) Head
  - (d) Pelvis

14. Is it possible to export particles from 3DS Max to MAYA ?
- (a) Yes
  - (b) No
15. Which map is used to give shine to an object ?
- (a) Specular level
  - (b) Specular color
  - (c) Ambient level
  - (d) Ambient color

### Section—B

Answer all the following questions in brief.

16. What is schematic view ? How does it help in scene creation ? 3
17. How can you link the camera to a line ? 3
18. How will you move the default location of the pivot point of an object after it has been created ? 3
19. What is the function of ALT + W short cut key in 3DS Max ? 3
20. What is the function of Boolean command ? Where do you find it in 3DS Max menu bar ? 3