BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination
June, 2019

00523

BNMI-007 : 3D DESIGN

Time : 1½ hours   *Maximum Marks : 30*

(Weightage 30%)

Note : Attempt all questions.

SECTION A

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

1. Picking one arrow and scaling direction at a time is called _____ .   *1*
    (a) Non-Uniform Scaling
    (b) Uniform Scaling
    (c) Transformation
    (d) Enlargement

2. Any image or colour that was assigned to the model completely warping its whole area is known as _____ .   *1*
    (a) Naming Convention
    (b) Swimming Texture
    (c) Texture
    (d) None of the above

3. The front-side-top views are _____ .   *1*

(a) Orthographic views

(b) Profile views

(c) Elevations

(d) World views

4. When one object is parent object and another is a child object, whatever the parent object does; the child does the same.   *1*

(a) Nodes

(b) Rendering

(c) Hierarchies

(d) None of above

5. Polygons – NURBS – Sub Ds are _____ .   *1*

(a) Primitives

(b) Modeling Paradigms

(c) Tools

(d) None of the above

6. _____ is/are made up of isoparms (edges), controlled vertices and patches (faces).   *1*

(a) Nodes

(b) Models

(c) NURBS

(d) World Origin

7. _____ has specular and is used for string objects.   *1*

(a) Blinn material

(b) Texture

(c) Lambert

(d) Shaders

8. _____ is a small rectangular box so that the title doesn't get cut off the screen. *1*

   (a) Perspective

   (b) Title safe

   (c) Polygon

   (d) Action safe

9. _____ apply more than one material or object depending on position of ramp. *1*

   (a) Ramp shader

   (b) Shaders

   (c) File textures

   (d) None of the above

10. _____ imitates rectangular neon light source. *1*

    (a) Area light

    (b) Bump map

    (c) Topology

    (d) Point light

11. _____ is being emitted in all directions. *1*

    (a) Spot light

    (b) Point light

    (c) Directional light

    (d) Ray tracing

12. _____ is something where you tell MAYA that you only want certain lights to affect certain objects. *1*

    (a) Directional light

    (b) Displacement maps

    (c) Light linking

    (d) None of the above

13. When you create a curve in MAYA and view its control vertices, the second vertex will have the following shape :   *1*

(a) Dot shape

(b) Square shape

(c) U-shape

(d) Triangle shape

14. To activate 'snap to grid' option in MAYA you should press _____ .   *1*

(a) C key

(b) X key

(c) V key

(d) G key

15. One of the following tools cannot be used to add extra faces to an existing geometry :   *1*

(a) Insert Edge Loop Tool

(b) Split Polygon Tool

(c) Extrude

(d) Sculpt Geometry Tool

SECTION B

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

16. Explain clearly the use of the following :   5

    (a)   Planar Mapping

    (b)   Spherical Mapping

    (c)   Cylindrical Mapping

17. What are the main differences between using constraint objects and parent objects ?   5

18. What is IPR Rendering ?   5

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