

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

Term-End Theory

December, 2011

BNMI-005 (F2F) : 3D Basics - I

Time : 1.5 hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt ALL questions

**The following section is objective questions.
Please tick the right answers. Each question
carries 1 mark.**

1. Which of the map options will help you to get rough and bumpy texture on 3d geometry.
 - (a) Bump Map
 - (b) Diffuse Map
 - (c) Specular Map

2. In 3ds Max while working with Edit Poly we use slice plane to :
 - (a) Cut selected polygons
 - (b) Hide selected polygons
 - (c) Merge selected polygons

3. To store light information we use HDRI files where **HDRI** stands for :
 - (a) High-dynamic-range images
 - (b) High-definition-result image
 - (c) Hue-difference-range image

4. The Shortcut used for Zoom tool is :
 - (a) Alt + W
 - (b) Alt + Z
 - (c) Alt + B

5. Which of the below lights can generate parallel rays of light and cast parallel shadows ?
 - (a) Omni light
 - (b) Spot light
 - (c) Directional Light

6. In UVW unwrap modifier Pack UVs option is used to :
 - (a) Arrange all the UVs
 - (b) Duplicate the UVs
 - (c) Render UVW template

7. To load a reference image in viewport background the shortcut used is :
 - (a) Alt + B
 - (b) Alt + C
 - (c) Alt + X

8. Which of the below is not a sub object level in Edit Spline ?
- (a) Segment
 - (b) Polygon
 - (c) Vertex
9. To convert a Text into 3D ; the modifier used is :
- (a) Extrude
 - (b) Edit Spline
 - (c) Lattice
10. To cast the effects of light scatter onto an object via reflection/refraction through another object is called :
- (a) Plastics
 - (b) Shine
 - (c) Caustics
11. Fire Effects is available in _____ dialog box.
- (a) Environment
 - (b) Lights
 - (c) View
12. Which of the material would you use to apply multiple materials to the same object ?
- (a) Multi/Sub-object
 - (b) Shellac
 - (c) Ink 'n Paint

13. In standard lights, to blur the shadows while working with shadow map we use
- (a) Bias
 - (b) Sample range
 - (c) Shadow density
14. To give a cartoony 2 dimensional look to a 3D object in render we should use :
- (a) Ink 'n Paint
 - (b) Raytrace
 - (c) Top/Bottom
15. Photon emissions can be calculated only with
- (a) Mental Ray render
 - (b) Scanline render
 - (c) Radiosity
16. Answer the below questions in brief. Each question carries 5 marks each.
- (a) What are the different types of UVW projections ? Explain any 2 in brief.
 - (b) Define Instance in Clone options.
 - (c) Explain in brief Photometric lights in 3ds Max.
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