00183

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory
December, 2011

BNMI-007 (F2F) : 3D Design

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 below modifier should be used to create 3D cloth from 2D splines ?

(a)   Garment Maker

(b)   Cloth

(c)   Reactor Cloth

2.   With Super spray, particle emission can be changed along different axis.

(a)   True

(b)   False

3.   Which parameter decides the velocity of the particles at birth ?

(a)   Speed

(b)   Variation

(c)   Divergence

4. Which of the below is not an sub object level of hair and fur modifier ?
   (a) Guide
   (b) Polygon
   (c) Edge

5. Which Test should be used if particles in an event need to follow the animation of 3d object and send them to the next event ?
   (a) Find Target
   (b) Collision Spawn
   (c) Split Amount

6. Which of the below is the right option to convert any 3d geometry into deflector ?
   (a) S Deflector
   (b) U Deflector
   (c) Deflector

7. Which of the below is an event driven particle system ?
   (a) P Array
   (b) Super Spray
   (c) Particle Flow

8. Which of the below operator is used in the event to support space warps ?
   (a) Force
   (b) Keep Apart
   (c) Delete

9. Particle Age maps changes the maps of particles based on their _____ .
   (a) Age
   (b) Speed
   (c) Size

10. The space warp will influence the particle system or geometry only when you _____ the space warp to the particle system.
   (a) Bind
   (b) Link
   (c) Attach

11. For a rigged and skinned 3D character to participate in reactor simulation it has to be added to _____ collection.
   (a) Rigid Body Collection
   (b) Soft Body Collection
   (c) Deforming Mesh Collection

12. To break a 3d object into fragments the particle system to be used is
   (a) P Array
   (b) Super Spray
   (c) snow

13. In hair styling menu the shortcut key for Hair brush is
   (a) Ctrl + C
   (b) Ctrl + B
   (c) Ctrl + V

14. Which of the below is not the sub object level of Garment maker modifier ?
    (a) Curves
    (b) Polygon
    (c) Seams

15. Which of the below is not an option related to standard particle type ?
    (a) Triangle
    (b) Torus
    (c) Sphere

16. Answer the below questions in brief each question carries 5 *marks* each.
    (a) Explain in brief Space Warp and how do they affect particle system ?
    (b) What are "Test" in particle flow and explain any 2.
    (c) Write a brief on (reactor water) "The Water Space Warp"

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