BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

00976

Term-End Examination

June, 2010

BNMI-007 F2F : 3D Design

Time : 1 hour   *Maximum Marks : 30*

(Weightage 30%)

Note :   Attempt *ALL* questions.

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

1. Which one the following is not part of the Create >> NURBS Primitives sub menu ?

    (a) Sphere

    (b) Cube

    (c) Pipe

2. To rotate a viewport we do :

    (a) ALT+LMB

    (b) ALT+MMB

    (c) ALT+RMB

3. A technique of projecting a 2D image onto 3D geometry :
   (a) Projection Map
   (b) Normal Map
   (c) Bump Map

4. Shortcut for Shaded View is :
   (a) 3
   (b) 4
   (c) 5

5. Shortcut to switch Stencil on/off is :
   (a) R
   (b) W
   (c) Q

6. Shortcut for Vertex Mode is :
   (a) F8
   (b) F9
   (c) F10

7. Which one of the following cannot divide a Face ?
   (a) Cut
   (b) Bridge
   (c) Slice

8. FBX stands for :
   (a) Filmbox
   (b) Framebox
   (c) File Bank Xref

9. Repeat Last Command can be done with :

   (a) G

   (b) R

   (c) U

10. Which one the following is not part of the Create >> Subdiv Primitives sub menu ?

    (a) Plane

    (b) Torus

    (c) Prism

11. HDRI stands for :

    (a) High Density Range Image

    (b) High Dynamic Range Image

    (c) High Dynamic Radiance Image

12. Minimum _____ curves are needed to make a boundary.

    (a) 4

    (b) 2

    (c) 3

13. A 2D object that enables the placement of an image file into a camera view :

    (a) Image Plane

    (b) Image Map

    (c) Layer

14. Shortcut for Face Mode is :
    (a) F8
    (b) F12
    (c) F11

15. Birail does not require profile curves.
    (a) True
    (b) False

Answer the below questions in brief (min 5 lines).
Each question carries 5 marks.

16. Define NURBS.

17. What is the advantage of using Mudbox over regular 3D Modeling ?

18. What are Subdivision Surfaces ?

———