

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

Term-End Theory

December, 2013

BNMI-005 : 3D Basics - I

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

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

1. What must you do to generate your final image/animation ?
 - (a) You must press play
 - (b) You must save the file
 - (c) You must render the file
2. Unlike a Spot light the target directional light casts parallel beams of light.
 - (a) True
 - (b) False
3. Which of the below is not a sub object level in Edit Mesh ?
 - (a) Polygon
 - (b) Border
 - (c) Edge
4. In UVW unwrap modifier Pack UVs option is used to :
 - (a) Arrange all the UVs
 - (b) Duplicate the UVs
 - (c) Render UVW template

5. To cast the effects of light scatter onto an object via reflection/refraction through another object is called :
- (a) Plastics (b) Shine (c) Caustics
6. Which of the below parameter associates a map with an object's mapping coordinates ?
- (a) Map channel
(b) Object ID
(c) Map ID
7. To convert a Text into 3D, the modifier used is :
- (a) Extrude
(b) Edit Spline
(c) Lattice
8. Which of the below views show the scene with lines that converge at the horizon ?
- (a) Perspective View
(b) Orthographic View
(c) Schematic View
9. Which of the below is not a unit to measure light intensity ?
- (a) lm (b) cd (c) mm
10. Concept of light bounce in Mental Ray is called _____.
- (a) Caustics
(b) Global Illumination
(c) Relection
11. The _____ controls allow you to partially select sub-objects in the vicinity of an explicit selection.
- (a) Soft Selection
(b) Area Selection
(c) Select and transform

12. In CG Lighting H.D.R.I. stands for _____
- (a) Highest Dynamic Range Imaging.
 - (b) High Dynamic Range Imaging.
 - (c) High Dynamic Range Imagery.
13. Which one of the following is not an Orthographic Viewport ?
- (a) Front
 - (b) Camera
 - (c) Bottom
14. Which of the below is not a UVW projection technique ?
- (a) Cylindrical
 - (b) Relax
 - (c) Planar
15. To change the visible colour of an object, the following will have to be changed in the Material Editor.
- (a) Ambient
 - (b) Diffuse
 - (c) Specular

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

1. Explain in brief the differences in Bump Map and Displacement map. Give relevant examples.
 2. What is Global Illumination ? Explain in brief the process to achieving GI.
 3. Describe the difference between UVW MAP and UVW UNWRAP.
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