

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

Term-End Theory Examination

December, 2014

00350

BNMI-007 : 3D DESIGN

Time : 1 $\frac{1}{2}$ hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt all questions.

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

1. Which Compound object helps you to convert particles into 3D geometry ?
 - (a) Loft
 - (b) Blobmesh
 - (c) Mesher

2. _____ is not a shape in the deflector selection.
 - (a) Spherical
 - (b) Planar
 - (c) Cube

3. Friction parameter is used for glancing angles and particles that have come to rest on the deflector.
 - (a) True
 - (b) False

4. Which of the below mentioned is **not** a sub-object level in cloth modifier ?
 - (a) Seam
 - (b) Faces
 - (c) Polygons

5. For Space warps to influence standard particles we need to _____ them.
 - (a) bind
 - (b) link
 - (c) group

6. Wind Space warp can influence particles in spherical manner.
 - (a) True
 - (b) False

7. Which of the below mentioned operators will allow a particle to emit from a 3D object ?
 - (a) Position Object
 - (b) Position Icon
 - (c) Position Only

8. Which of the below mentioned is the right option to convert any 3D geometry into deflector ?
 - (a) SDeflector
 - (b) UDeflector
 - (c) Deflector

9. Which of the below mentioned is **not** a Space warp ?
- (a) Push
 - (b) Move
 - (c) Drag
10. Which of the below mentioned tests will **not** use a UDeflector in an event ?
- (a) Collision
 - (b) Collision Spawn
 - (c) Age Test
11. 2D splines can be used for styling of hair.
- (a) True
 - (b) False
12. The_____ operator creates each particle as a rectangle that always faces a particular object, camera or direction.
- (a) Shape Facing
 - (b) Shape Instance
 - (c) Shape Mark
13. In Particle Flow, new particles are generated from existing particles (parent particles) in a process called
- (a) Multiplying
 - (b) Spawning
 - (c) Regenerating

14. Which of the below mentioned operators is to be used for non-animated material in Particle Flow ?
- (a) Mapping
 - (b) Material Static
 - (c) Material Dynamic
15. Force Space warps can be used in simulation of hair for objects with hair and fur modifier.
- (a) True
 - (b) False

Answer the questions given below. Each question carries 5 marks.

16. Explain the difference between Test and Operators in Particle Flow ? Give relevant examples.
17. Explain in brief the process of creating garments with cloth modifier.
18. Explain in brief the process involved in simulation of rigid body. Give relevant examples.
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