

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

Term-End Theory Examination

December, 2016

BNMI-005 : 3D BASICS – I

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

Maximum Marks : 30

Note : Attempt all questions.

The following section has objective type questions. Select the correct answer. Each question carries 1 mark.

1. _____ map helps you to get rough texture. 1
 - (a) Opacity
 - (b) Bump
 - (c) Specular

2. In three-point lighting, only three lights can be used. 1
 - (a) True
 - (b) False

3. The shortcut for zoom tool is _____. 1
 - (a) Alt + W
 - (b) Alt + Z
 - (c) Alt + C

4. Which of the following lights can cast parallel shadows? 1
- (a) Omni light
 - (b) Spot light
 - (c) Direct light
5. In UVW unwrap modifier, _____ option is used to arrange UVs. 1
- (a) Pelt
 - (b) Relax
 - (c) Pack
6. To load a reference image in viewport background, the shortcut is _____. 1
- (a) Alt + X
 - (b) Alt + Y
 - (c) Alt + B
7. _____ is a sub-object level in edit spline. 1
- (a) Segment
 - (b) Polygon
 - (c) Border
8. _____ modifier converts a 2D shape to 3D. 1
- (a) Bend
 - (b) Extrude
 - (c) Lattice
9. _____ modifier helps to bend an object. 1
- (a) Bend
 - (b) Taper
 - (c) Twist

10. Fire effect is available in _____ dialog box. 1
- (a) Lights
 - (b) Environment
 - (c) View
11. _____ material helps to assign multiple materials to the same object. 1
- (a) Blend
 - (b) Multi sub-object
 - (c) Matte
12. Which of the following lights is highly preferred for night lighting? 1
- (a) Spot light
 - (b) Direct light
 - (c) Omni light
13. _____ material gives a toony look. 1
- (a) Blend
 - (b) Raytrace
 - (c) Ink and Paint
14. Caustics can be calculated with scanline render. 1
- (a) True
 - (b) False
15. Which of the following can be rendered only with mental ray? 1
- (a) Reflection
 - (b) Final Gather
 - (c) Shadows

Answer the following questions in brief (minimum 5 lines each). Each question carries 5 marks.

- 16.** Explain three-point lighting with diagram. 5
- 17.** Describe the use of photometric lights. 5
- 18.** Explain the use of Align tool. 5
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