BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

00102

Term-End Theory Examination

December, 2017

BNMI-007 : 3D DESIGN

Time : 1 ½ hours   *Maximum Marks : 30*

Note :   *Attempt all questions.*

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

1.   3d objects can be simulated as cloth.   1
   (a)   True
   (b)   False

2.   For hair styling which of the below option is   1
      used :
   (a)   Splins
   (b)   Sphere
   (c)   Particles

3.   Which of the below is not a particle type ?   1
   (a)   Instanced geometry
   (b)   Meta particles
   (c)   Blab mesh.

4. Which of the below material operator is used for   1
    animated material ?
    (a)   Material Dynamic
    (b)   Mapping
    (c)   Material static

5. Particle age changes the map of particles based   1
    on their _____ .
    (a)   Speed
    (b)   Size
    (c)   Age

6. Which of the below test would use a u deflector ?   1
    (a)   Scale Test
    (b)   Age test
    (c)   Collision

7. Which of the below is not an operator in particle   1
    flow ?
    (a)   Display
    (b)   Delete
    (c)   Wind

8. Which of the particle system allows to pick a   1
    custom emitter ?
    (a)   Blizzard
    (b)   Super spray
    (c)   P-array

9. In particle flow which operator allows to pick   1
    custom geometry as particles ?
    (a) Shape
    (b) Shape facing
    (c) Shape instance

10. Hair and fur modifier renders the output as an   1
    effect and met geometry.
    (a) True
    (b) False

11. Which operator helps to keep the particles from   1
    coming near to each other ?
    (a) Keep apart
    (b) Separate
    (c) Shape mark

12. To create a car blast which particle system is   1
    preferred ?
    (a) Super spray
    (b) Snow
    (c) P array

13. It is important to keep triangulated faces for good   1
    cloth simulation.
    (a) True
    (b) False

14. _____ operator helps to set and animate   1
    particle size during an event.
    (a) Scale
    (b) Delete
    (c) Size

15. _____ test sends particle from one event to   1
    other.
    (a) Send out
    (b) Move out
    (c) Jump out

    Answer the below questions in brief.   Each
    question carries 5 marks.

1. What are test ? Explain any two.   5

2. What is the importance and use of space wraps   5
    in particle simulation ?

3. What is the difference between Test and   5
    operator ?

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