BNMI-007

01801

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2012

BNMI-007 : 3D DESIGN

Time : 1½ hours   *Maximum Marks : 30*

(Weightage 30%)

Note :   *Attempt ALL questions.*

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

1.   Which of the below modifier should be used to create 3D cloth from 2D splines ?

(a)   Garment Maker

(b)   Cloth

(c)   Reactor Cloth

2.   Which options in particle system allows to display actual geometry in the viewport ?

(a)   Ticks

(b)   Mesh

(c)   Dots.

3. Which of the below parameters decides the velocity of the emitted particles ?
   (a) Life
   (b) Speed
   (c) Use rate

4. In Rigid body Collection 3d objects with Mass value of '0' will not participate in collision.
   (a) True   (b) False

5. Which Operator lets you apply force to particles to separate them to prevent or minimize collision within them ?
   (a) Shape Mark
   (b) Keep Apart
   (c) Shape Instance

6. Particle Age will be best used with _____ Operator.
   (a) Mapping
   (b) Material Dynamic
   (c) Material Static

7. Which of the below is not a sub object level of Hair and Fur Modifier ?
   (a) Face
   (b) Edge
   (c) Polygon

8. In P Array which particle type is used to explode and 3d object into Chunks ?

   (a) Meta Particles

   (b) Object Fragments

   (c) Instanced Geometry

9. Which Reactor object will be used to simulate a car ?

   (a) Toycar

   (b) Fracture

   (c) Motor

10. Which of the below is not a Space warp ?

    (a) Wind

    (b) Drag

    (c) U Deflector

11. Which Test allows an emitted particles to follow an animated 3d object ?

    (a) Find Target

    (b) Age

    (c) Speed

12. 3d objects rendered with Hair and Fur modifier are not shown in reflections.

    (a) True   (b) False

13. Which of the below Deflector will be used to convert a 3d object into Deflector ?
    (a) U Deflector
    (b) Deflector
    (c) S Deflector

14. Which test will send specific number of particles to other event ?
    (a) Send Out
    (b) Split Amount
    (c) Speed

15. For simulation of jelly which Reactor collection should be used ?
    (a) Soft Body
    (b) Rigid Body
    (c) Deformable Mesh

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

1. Explain in brief Space Warp and how do they affect particle system ?

2. What are "Operators" in particle flow and explain any 2 ?

3. Write a brief on use of Deflectors with particle system.