

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

**Term-End Theory**

**June, 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. Viewing areas in 3D Studio Max are called as :
  - (a) View Points
  - (b) View Areas
  - (c) View Ports
  
2. Deforming an object in 3D Studio Max with a paint tool is possible.
  - (a) True
  - (b) False
  
3. Short Cut for Transformation Tools in 3Ds Max is \_\_\_\_\_ .
  - (a) W E R
  - (b) R T Y
  - (c) M R S

4. To give a cartoony 2 dimensional look to a 3Ds object in render we should use \_\_\_\_\_ material.
- (a) Ink'n Paint
  - (b) Raytrace
  - (c) Top/Bottom
5. While working with FFD modifiers FFD stands for\_\_\_\_\_.
- (a) Free-Form Deformation
  - (b) Forced-Form Deformation
  - (c) Free-For Deformation
6. Turning\_\_\_\_\_includes the backfaces of an object while casting shadows.
- (a) 4 Sided shadows
  - (b) 2 Sided shadows
  - (c) Depth map shadows
7. Fire Effect is available in\_\_\_\_\_dialog box.
- (a) Environment
  - (b) Lights
  - (c) View
8. The option to change the Pivot of an object is found in :
- (a) Create panel
  - (b) Hierarchy panel
  - (c) Motion panel

9. What is the Shortcut for Vertex Sub Object level in Edit Poly ?
- (a) 1
  - (b) V
  - (c) No Shortcut
10. Which parameter sets the intensity of the light ?
- (a) Bias
  - (b) Multiplier
  - (c) Raytrace
11. To select an object by name, the shortcut used is :
- (a) C
  - (b) H
  - (c) O
12. To increase or decrease the spread of the Spot Light the following is to be changed :
- (a) Hotspot
  - (b) Decay
  - (c) Attenuation
13. The \_\_\_\_\_ material allows you to make whole objects(or any subsets of faces) into matte objects that reveal the current background color or environment map.
- (a) Matte/Shadow
  - (b) Composite
  - (c) Shellac

14. To assign two different materials to the front and back faces of the same object the type of material is :
- (a) Mix Map
  - (b) Blend
  - (c) Double sided
15. To cast an image through light the option is \_\_\_\_\_.
- (a) Decay
  - (b) Attenuation
  - (c) Projector Map

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

1. Explain in brief "Final Gather". Give relevant example.
  2. How is the option of Pelt Mapping used ?
  3. Explain in brief with example on the difference between a Diffuse map and Opacity Map.
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