BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2014

BNMI-007 : 3D DESIGN

Time : 1½ hours   *Maximum Marks : 30*

Weightage : 30%

Note :   *Attempt ALL questions.*

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

1. Which of the below is not a particle type ?
    (a) Meta Particle
    (b) Object Fragments
    (c) Duplicate Geometry

2. In hair styling menu the shortcut key for Hair brush is :
    (a) Ctrl + C
    (b) Ctrl + B
    (c) Ctrl + V

3. Which of the below particle system should be used to convert 3D object into object fragments ?
    (a) Blizzard
    (b) P Array
    (c) Super Spray

4. The Birth operator is responsible to decide the number of particles in the event.
   (a) True   (b) False

5. Which Operator controls the shape of a particle in the event ?
   (a) Shape Operator
   (b) Force Operator
   (c) Speed Operator

6. Super spray, is not an event driven particle system.
   (a) True   (b) False

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

8. Which of the below modifier should be used to create 3D cloth from 2D splines ?
   (a) Cloth
   (b) Garment maker
   (c) Edit spline

9. Which of the below is not a type of deflectors in 3Ds max used for particle collisions ?
   (a) Uomniflect
   (b) S Deflector
   (c) Geometry Deflector

10. Which operator gives an angular velocity to particles in an event, with optional random variation ?
   (a) Shape Operator
   (b) Spin Operator
   (c) Rotation Operator

11. In wind space warp _____ causes particles to change course randomly as the wind blows them.
   (a) Turbulence
   (b) Scale
   (c) Frequency

12. 3D objects rendered with Hair and Fur modifier are not shown in reflections.
   (a) True   (b) False

13. The Cache operator records and stores particle states to memory.
   (a) True   (b) False

14. Gravity Space warp can be applied to a particle in a spherical form.
   (a) True   (b) False

15. In particle flow _____ test sends particles to a specified target or targets.
   (a) Send out test
   (b) Find target test
   (c) Split source test

   Answer the below questions. Each question carries 5 marks.

1. What are Deflector space wrap ? Explain in brief with any two examples.

2. What are Rigid bodies ? Explain in brief the process involved in simulation of Rigid body with example.

3. Write a brief on Particle flow an event driven particle system.

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