**BNMI-005**

# BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
## Term-End Theory Examination
## June, 2016

00352

## 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. Each question carries 1 mark.*

1.  Radiosity can be accurately calculated with the help of _____ lights.                    *1*

    (a)   photometric

    (b)   mental ray

    (c)   standard

2.  _____ tool helps you to merge two vertices in edit poly.                                    *1*

    (a)   Chamfer

    (b)   Extrude

    (c)   Weld

**3.** To assign two different materials to the front and back face of the same object, the type of material is _____ . *1*

   (a)   Mix Map

   (b)   Double Sided

   (c)   Raytrace

**4.** In 3ds Max, by default, there are 24 empty material slots. *1*

   (a)   True

   (b)   False

**5.** To select an object by name, the shortcut is _____ . *1*

   (a)   H

   (b)   C

   (c)   O

**6.** Which of the following is a unit to measure light intensity ? *1*

   (a)   cm

   (b)   inches

   (c)   cd

**7.** Global Illumination helps to derive *1*

   (a)   Indirect lighting

   (b)   Caustics

   (c)   Refraction

**8.** Which of the following is an orthographic viewport ? *1*

  (a) Right

  (b) Perspective

  (c) Camera

**9.** _____ option helps you to project an image through light. *1*

  (a) Attenuation

  (b) Projector map

  (c) Fall-off

**10.** Which of the following is *not* a sub-object level in Edit Poly ? *1*

  (a) Border

  (b) Edge

  (c) Vertex

**11.** _____ panel helps you to change pivot point of an object. *1*

  (a) Create

  (b) Motion

  (c) Hierarchy

**12.** Which of the following is a UV projection technique ? *1*

  (a) Relax

  (b) Pelt

  (c) Cylindrical

**13.** _____ material helps in creating realistic glass. *1*

   (a)   Blin

   (b)   Opacity

   (c)   Raytrace

**14.** _____ modifier helps to duplicate the mesh through a selected axis. *1*

   (a)   Symmetry

   (b)   Slice

   (c)   Bend

**15.** Which of the following modifiers helps to bend an object ? *1*

   (a)   Taper

   (b)   Bend

   (c)   Twist

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

**16.** Explain the modeling process of creating a 3D book. *5*

**17.** Explain what is UVW unwrap. *5*

**18.** Explain in brief all the sub-object levels of Edit Poly. *5*