BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

00203   **June, 2016**

BNMI-007 : 3D DESIGN

Time : 1½ hours   *Maximum Marks : 30*

Note : *All questions are **compulsory**.*

The following section has objective type questions. Select the right answer. Each question carries 1 mark.

1. Scale test checks particles size before or after sending them to the next event.   *1*

    (a) True

    (b) False

2. Which test operator sends particles to the next event ?   *1*

    (a) Send out

    (b) Send to next

    (c) Send out to

3. Which test operator emits new particles from the existing particles ? *1*

(a) Position Born

(b) Spawn

(c) Birth

4. UDeflector allows _____ geometry to be used as deflector surface. *1*

(a) 3d

(b) 2d

(c) 1·5d

5. _____ is a non-event driven particle system. *1*

(a) PF Source

(b) PF Basis

(c) Blizzard

6. Which of the following operators draws particles in viewport ? *1*

(a) Display

(b) Delete

(c) Position object

7. _____ operator creates particles whose shape is based on a reference geometry. *1*

(a) Shape

(b) Shape Instance

(c) Shape Mark

8. Which of the following space warps is used to create whirlpools and tornadoes effect ? *1*

(a) Vortex

(b) Displace

(c) PBomb

9. In Cloth modifier, _____ is creating simulation of cloth without creating animation. *1*

   (a) Simulate local

   (b) Simulation

   (c) Simulate from

10. _____ modifier requires 2d spline pattern to create cloth. *1*

    (a) Garment creator

    (b) Garment position

    (c) Garment maker

11. Hair dynamics uses _____ hair to calculate collision. *1*

    (a) guide

    (b) mesh

    (c) geometry

12. PF Source particle system is a non-event driven particle system. *1*

    (a) True

    (b) False

13. _____ operator generates planar type particles. *1*

    (a) Shape Facing

    (b) Shape Look At

    (c) Shape Sprite

14. In Hair and Fur, spline is selected in _____ order to interpolate hair in between the splines. *1*

   (a) sequence

   (b) non-sequence

   (c) random

15. Which of the following is a sub-object level of Hair and Fur modifier ? *1*

   (a) Border

   (b) Edge

   (c) Faces

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

16. Explain the use of Position object and Display operator. *5*

17. Explain the Space Warp Wind with an example. *5*

18. Write a brief note on PArray. Give an example. *5*

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