

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

00857

Term-End Examination

June, 2010

BNMI-005 F2F : 3D Basics - I

Time : 1 hour

Maximum Marks : 30

(Weightage 30%)

Note : Attempt ALL questions.

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

1. Most preferred way to create a uneven water surface :
 - (a) Edit Mesh
 - (b) Noise
 - (c) Ripple

2. Shortcut required to open Material Editor :
 - (a) M
 - (b) W
 - (c) N

3. Which one of the following is not an Orthographic Viewport :
 - (a) Front
 - (b) Camera
 - (c) Bottom

4. To respect the opacity map during shadows use the following settings :
 - (a) Raytraced Shadow
 - (b) Shadow Map
 - (c) Area Shadow

5. Concept of light bounce in Mental Ray is :
 - (a) Caustics
 - (b) Global Illumination
 - (c) Final Gather

6. Fog Effect is in _____ dialog box.
 - (a) Effects
 - (b) Environment
 - (c) Create

7. To Transform an object from its actual orientation pose, which reference coordinate system is acceptable :
 - (a) World
 - (b) Parent
 - (c) Local

8. 1 candela of measurement in photometric lights is equal to :
- (a) 1 candle
 - (b) 10 candles
 - (c) 100 candles
9. Shortcut for Vertex Sub Object level in Edit Poly is :
- (a) 1
 - (b) V
 - (c) No shortcut
10. The _____ controls allow you to partially select sub-objects in the vicinity of an explicit selection.
- (a) Soft selection
 - (b) Area selection
 - (c) Select and transform
11. To change the visible colour of an object, the following will have to be changed in the Material Editor :
- (a) Ambient
 - (b) Diffuse
 - (c) Specular
12. What must you do to generate your final image/ animation :
- (a) You must press play
 - (b) You must save the file
 - (c) You must render the file

13. To increase or decrease the spread of the Spot Light the following is to be changed :
- (a) Hotspot
 - (b) Decay
 - (c) Attenuation
14. To move a Shadow of an object away from it the following parameter will be worked upon :
- (a) Sample Range
 - (b) Bias
 - (c) Size
15. The technique to Stretch/Pull a complex UVW Map is known as :
- (a) Pelt
 - (b) Unwrap
 - (c) Felt

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

16. What are Mapping Coordinates ?
17. What is a Schematic View ?
18. Define Transform References.