

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

00269

Term-End Theory

June, 2011

BNMI-005 (F2F) : 3D Basics - I

Time : 1.5 hours

Maximum Marks : 30

(Weightage 30%)

Note : *Attempt ALL questions.*

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

1. Radiosity can be accurately calculated with the use of which light ?
 - (a) Standard lights
 - (b) Real world lights
 - (c) Photometric lights

2. While working with Edit Poly, to merge 2 vertices which option would you use ?
 - (a) Chamfer
 - (b) Weld
 - (c) Collapse

3. 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

4. In 3Ds Max material editor by default there are _____ number of empty slots :
- (a) 16
 - (b) 24
 - (c) 48
5. To select an object by name, the shortcut used is :
- (a) C
 - (b) H
 - (c) O
6. To see effects of light in viewport the shortcut is :
- (a) Ctrl + C
 - (b) Ctrl + A
 - (c) Ctrl + L
7. Which of the below is not a unit to measure light intensity ?
- (a) lm
 - (b) cd
 - (c) mm
8. In Mental ray rendering Global Illumination is used to derive :
- (a) Indirect lighting
 - (b) Caustics
 - (c) Ray traced shadows

9. To cast an image through light the option is _____.
- (a) Decay
 - (b) Attenuation
 - (c) Projector Map
10. Which of the below is an orthographic viewport ?
- (a) Camera View
 - (b) Perspective View
 - (c) Right View
11. Which of the below is not a sub object level in Edit Mesh ?
- (a) Vertex
 - (b) Border
 - (c) Edge
12. The option to change the Pivot of an object is found in :
- (a) Create panel
 - (b) Hierarchy panel
 - (c) Motion panel
13. In 3Ds Max if you want to create a 3D object by rotating a shape round an axis the modifier to be used is :
- (a) Taper
 - (b) Lathe
 - (c) Bend

14. To change the highlight or shine in an object you need to work with :
- (a) Opacity
 - (b) Specular
 - (c) Ambient
15. Which of the below is not a UVW projection technique ?
- (a) Cylindrical
 - (b) Relax
 - (c) Planar

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

1. How is the option of Pelt Mapping used ?
 2. Explain in brief 3 point lighting theory.
 3. Explain in brief the different sub - object levels in Edit Poly modifier.
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