BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

00454

Term-End Theory

June, 2011

BNMI-007 (F2F) : 3D Design

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. Space warps can be used in simulation of cloth :
    (a) True
    (b) False

2. Custom particles (instanced geometry) can be generated with super spray :
    (a) True
    (b) False

3. To create custom particles from reference Geometry which operator is used in the event ?
    (a) Shape facing
    (b) Shape Instance
    (c) Shape

4. Which of the below particle system provides the option to choose custom particle emitter ?
   (a) Super Spray
   (b) Blizzard
   (c) P Array

5. Which Test should be used to generate new particles from existing particles and send them to new event ?
   (a) Collision Test
   (b) Spawn Test
   (c) Speed Test

6. Which parameter helps to emit fixed number of particles per frame ?
   (a) Use Total
   (b) Emit Start
   (c) Use Rate

7. What should be used to bounce a particle system against a 3D surface ?
   (a) Deflector
   (b) Space Warp
   (c) Lights

8. Which of the below Test will be used to detect the life of particles in an event ?
   (a) Collision
   (b) Send Out
   (c) Age Test

9. Which of the below is not a space warp in 3Ds Max ?
   (a) Wind
   (b) Gravity
   (c) Light

10. Which of the below operator is to be used for animated material in particle flow ?
    (a) Mapping
    (b) Material Static
    (c) Material Dynamic

11. To simulate a simple vehicle with rotating wheels and linear motion which reactor object will be used ?
    (a) Motor
    (b) Angular Dashpot
    (c) Toy Car

12. All 3D objects can be simulated as cloth.
    (a) True
    (b) False

13. In hair styling menu the shortcut key for Hair Cut tool is :
    (a) Ctrl + C
    (b) Ctrl + B
    (c) Ctrl + X

14. Hair styling can be done with the help of splines.

    (a) True

    (b) False

15. Which of the below is not type of particle ?

    (a) Meta Particles

    (b) Instanced Geometry

    (c) Blobmesh

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

1. What are Deflectors and how do they affect particle system ?

2. What are "Operators" in particle flow and explain *any two* ?

3. What is the use of Constraint in reactor, explain *any one* ?