

00433 BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS

Term-End Theory Examination

December, 2018

BNMI-007 : 3D DESIGN

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

The following section has objective questions. Please select the right answers. Each question carries 1 mark.

1. When you create a space warp object, viewports show a _____ representation of it. 1
(a) solid
(b) shaded
(c) wireframe

2. In 3DS Max, particle flow employs an/a _____ driven model. 1
(a) non-event
(b) event
(c) operator

3. Operators and tests are collectively known as _____. 1
(a) groups
(b) events
(c) actions

4. The first event in the system is always a _____ event, whose contents affect all particles in the system. 1
(a) parent
(b) local
(c) global
5. The birth operator should exist at the top of the birth event. 1
(a) True
(b) False
6. The easiest way to open particle view by pressing the _____ key. 1
(a) 5
(b) 6
(c) 7
7. The _____ operator enables creation of particles within the Particle Flow system. 1
(a) Birth
(b) Generator
(c) Creator
8. The position _____ operator lets you emit particles from any other object or objects in the scene instead. 1
(a) Object
(b) Mesh
(c) Polygon
9. The _____ operator gives an angular velocity to particles in an event. 1
(a) Rotation
(b) Orientation
(c) Spin

10. Shape Instance lets you use any _____ object in the scene as particles. 1
(a) duplicate
(b) reference
(c) child
11. The Drag space warp is a particle motion damper that _____ particle velocity by a specified amount within a specified range. 1
(a) reduces
(b) increases
(c) sets
12. The Deflector space warp acts as a spherical shield to repel the particles generated by a particle system. 1
(a) True
(b) False
13. Hair and Fur renders only in Perspective and _____ views. 1
(a) Camera
(b) Top
(c) Side
14. Mesh Smooth does not give good results with Garment Maker Meshes. 1
(a) True (b) False
15. Hair and Fur renders by "tiles", which are 2D projections of the _____ space. 1
(a) 1D
(b) 2D
(c) 3D

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

16. Explain the following space warps in brief with examples : 5
- (a) Gravity
 - (b) Wind
17. Write a brief note on Hair and Fur modifier with an example. 5
18. Explain the following particle flow operators with examples : 5
- (a) Shape
 - (b) Spin
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