

Course	: BCA(DES)	Date	: 14-Feb-26
Subject Code	: BCA(DES)-203 Animation	Time	: 03:00pm to 05:15pm
Subject Name	: Architecture Design-1	Duration	: 02.15 Hours
		Max. Marks	: 70

Answer the following (Attempt any three) (30)

- Answer the following (Attempt any four) (20)**

- Part – A (Multiple Choice Questions) (10)**

- 2D objects are represented along:
 - X and Z axis
 - Y and Z axis
 - X and Y axis
 - X, Y, and Z axis
- Which view shows depth and resembles human vision?
 - Orthographic View
 - Isometric View
 - Axonometric View
 - Perspective View
- The default coordinate system in orthogonal viewports is:
 - View
 - World
 - Parent
 - Local
- Which primitive is one-sided and cannot be seen from the backside?
 - Box
 - Plane
 - Sphere
 - Cone

- 5 Which Extended Primitive is used to create diamonds or gems?
 A Spindle B Gengon
 C L-Ext D Hose
- 6 Which modifier bends an object around a defined gizmo?
 A Ripple B Melt
 C Twist D Bend
- 7 Which modifier adds thickness to a surface?
 A Shell B Stretch
 C Skew D Taper
- 8 Which shape tool allows writing editable text?
 A Section B Text
 C Ngon D Star
- 9 Which selection option allows you to choose objects from a list?
 A Selection Region B Selection Tool
 C Selection by List D Window Selection
- 10 Clone option that maintains a link with the original object is:
 A Copy B Instance
 C Reference D Group

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 3D Max is mainly used in film production and architectural visualization.
- 2 In 2D animation, objects are built and animated using bones and skinning.
- 3 The Axonometric view is perfect for scaling and placement of objects.
- 4 The Sphere is a 2D primitive.
- 5 The Snap tool allows snapping to grids, vertices, and edges.
- 6 The ngon shape allows the creation of polygons with an adjustable number of sides.
- 7 The hierarchy option is used only for rendering.
- 8 HSDS stands for Hierarchical Subdivision Surfaces.
- 9 Mesh modelling and Poly modelling are identical methods.
- 10 The Array tool in 3D Max allows creating multiple copies of an object in 1D, 2D, or 3D patterns.
