

Dr. Babasaheb Ambedkar Open University
Term End Examination February – 2026

Course	: BCADES	Date	: 14-Feb-2026
Subject Code	: BCADES-203(Animation)	Time	: 03:00pm to 01:45pm
Subject Name	: Architecture Design 1	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (30)

1. Explain the interface of Autodesk 3D Max in detail.
2. Explain Mesh Modelling and Polygon (Poly) Modelling in 3D Max.
3. Explain the basic elements of architectural design.
4. What are compound object? Give brief description about various compound objects.
5. Explain the types of UVW mapping available in 3D max.

Section B

Answer the following (Attempt any four) (20)

1. Write a short note on Extrude modifiers.
2. Write a short note on Proportion and Scale in architecture.
3. Describe options given in the NURBS modifier panel.
4. Write a short note on Double Sided material.
5. Write down the fundamentals of texturing.
6. Write note on Blur Effect give an example where this effect can be used.

Section C

Part – A (Multiple Choice Questions) (10)

- 1 Which axes are used to define a 3D object?
A X and Y B Y and Z
C X and Z D X, Y and Z
- 2 Which view in 3ds Max resembles human vision and shows depth?
A Perspective View B Front View
C Top View D Axonometric View
- 3 How many default viewports appear when 3ds Max starts?
A 2 B 3
C 4 D 6
- 4 Which tool is used to move objects in 3ds Max?
A Select and Rotate B Select and Move
C Select and Scale D Align
- 5 Which of the following is a 2D standard primitive?
A Box B Sphere
C Plane D Cylinder

- 6 Which extended primitive is mainly used to create walls in architectural design?
 A L-Ext B Ringwave
 C Hedra D Gengon
- 7 Which clone option creates linked copies that update together?
 A Copy B Instance
 C Reference D Group
- 8 Which option combines multiple objects into a single selectable unit?
 A Clone B Boolean
 C Align D Group
- 9 Layer Manager in 3ds Max is mainly used to:
 A Render animation B Create textures
 C Organize and control object visibility D Apply modifiers
- 10 Which modifier adds thickness to a surface?
 A Shell B Slice
 C Lattice D Noise

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 Axonometric view shows lines converging at a vanishing point.
- 2 Viewport labels appear at the upper-left corner of each viewport.
- 3 Wireframe mode displays objects with shading and lighting effects.
- 4 Bounding Box mode shows objects with full polygon details.
- 5 Status Bar displays transformation values along X, Y, and Z axes.
- 6 Boolean compound objects are used to combine objects using union, subtract, or intersect operations.
- 7 Noise modifier affects only materials and textures.
- 8 Shapes in 3ds Max are always editable meshes by default.
- 9 Lathe modifier can generate Patch, Mesh, or NURBS output.
- 10 Pivot point defines how an object rotates and transforms.
