

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

Course	: BCADES	Date	: 16-02-2026
Subject Code	: BCADES-204 (Animation)	Time	: 03:00pm to 05:15pm
Subject Name	: Mapping Technology	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (30)

1. Describe different 3D file formats supported by Photoshop and explain their practical uses.
2. Write detailed note on Explosive Blast Effect
3. Explain process of creating face texture
4. Write steps for creating textures for Hair & Fur
5. Explain with example how can we create texture for various body parts

Section B

Answer the following (Attempt any four) (20)

1. Write steps to create a 3D shape from a Layer
2. Explain options available in the filter by materials
3. Write short note on High Purity filters
4. Explain Textures for various products
5. Write short note on Textures for various clothes
6. Write steps involved to import and work with textures made in Photoshop in 3D Max

Section C

Part – A (Multiple Choice Questions) (10)

- Which menu in Photoshop is used to create a 3D shape from a layer?
A Filter Menu
B Layer Menu
C 3D Menu
D Edit Menu
- Which of the following is NOT a 3D file format supported by Photoshop?
A OBJ
B 3DS
C U3D
D DWG
- Which tool is used to rotate a 3D object in all three dimensions?
A 3D Pan Tool
B 3D Rotate Tool
C 3D Slide Tool
D 3D Scale Tool
- Which panel in Photoshop is used to modify lights, materials, and meshes?
A 3D Panel
B Channels Panel
C Properties Panel
D Layers Panel
- Which map is used to create surface roughness on a 3D object?
A Diffuse Map
B Opacity Map
C Bump Map
D Reflectivity Map

- 6 Which light type emits light equally in all directions?
A Global Light B Point Light
C Infinite Light D Spot Light
- 7 Which filter is commonly used to create cloud-like effects?
A Render → Clouds B Blur → Gaussian
C Distort → Wave D Noise → Add Noise
- 8 Which filter is used to create radial explosion effects?
A Motion Blur B Radial Blur
C Smart Blur D Surface Blur
- 9 Which texture type controls transparency of a 3D object?
A Glossiness B Diffuse
C Bump D Opacity
- 10 Which texture format allows layered editing directly in Photoshop?
A JPEG B PNG
C PSD D GIF

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 KMZ files are mainly used for embedding 3D models into PDF documents.
- 2 A blank layer converted into a 3D shape appears with a default gray color.
- 3 The 3D Roll Tool is used to zoom a 3D object in Photoshop.
- 4 Depth Map rendering represents object depth using grayscale values.
- 5 Two-Sided preset allows a 3D object to be rendered from both sides.
- 6 Paint Mask rendering makes the object appear as if painted with solid colors only.
- 7 Toggle Ground Plane option affects the final rendered image output.
- 8 Infinite Light produces light that diminishes with distance from the source.
- 9 The number of faces in a 3D object is always less than the number of polygons.
- 10 Anti-aliasing improves smoothness of edges in the final 3D render.
