

Course	: BCADES	Date	: 17-Feb-2026
Subject Code	: BCADES-205 (Animation)	Time	: 03:00pm to 05.15pm
Subject Name	: Architecture Design 2	Duration	: 02.15 Hours
		Max. Marks	: 70

1. Explain the concept of light in 3D scenes with reference to photons, reflection, refraction, specular highlights, and diffuse lighting.
2. Describe various Video Post filters
3. Describe various Animation Modifiers used for controlling animation.
4. Explain Hierarchies and Kinematics in character animation.
5. Describe the complete rigging and skinning process in 3DS Max.

1. Explain Lens Effects in 3DS Max.
2. Explain the role of cameras in 3DS Max.
3. Explain the Motion Panel in 3DS Max.
4. Explain the importance of Human Anatomy in character animation.
5. Describe IK Solvers in detail.
6. Explain the concept of particles in animation.

Part – A (Multiple Choice Questions) (10)

- Which lighting setup is commonly used to achieve balanced illumination in a 3D scene?
 - Ambient lighting
 - One-point lighting
 - Three-point lighting
 - Natural lighting
- Which effect simulates camera focus blur in rendering?
 - Motion Blur
 - Depth of Field
 - Brightness & Contrast
 - Film Grain
- Which camera is commonly used for architectural walkthroughs?
 - Free Camera
 - Target Camera
 - Orthographic Camera
 - Top Camera
- Which parameter improves smooth edges in rendered images?
 - Trace Depth
 - Global Illumination
 - Caustics
 - Anti-aliasing
- Video Post in 3DS Max is mainly used for:
 - Modeling
 - Texturing
 - Adding post-processing effects
 - Rigging

- 6 Which constraint allows an object to follow a predefined path?
A Path Constraint
B Look-At Constraint
C Orientation Constraint
D Surface Constraint
- 7 Which controller is used to animate position, rotation, and scale?
A Attribute Holder
B Transform Controller
C Parameter Editor
D Curve Editor
- 8 Which kinematics method moves a parent first and then its children?
A Inverse Kinematics
B Spline Kinematics
C Dynamic Kinematics
D Forward Kinematics
- 9 Which modifier is mainly used to bind mesh with bones?
A Morph
B Skin Wrap
C Skin
D Flex
- 10 Reaction Manager works on which concept?
A Master-Slave
B Event-Driven
C Parent-Child
D Force-Deflector

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 Photometric lights use real-world lighting units such as lumens and candelas.
- 2 Global Illumination calculates only direct light from light sources.
- 3 Anti-aliasing is used to increase polygon count in a 3D model.
- 4 Motion Blur effect is used to sharpen moving objects in animation.
- 5 The Melt modifier is used for skinning characters with bones.
- 6 Curve Editor is used to control animation timing and interpolation.
- 7 HI Solver is commonly used for long character animation sequences.
- 8 Squash and Stretch principle helps in showing weight and flexibility.
- 9 Reaction Manager works on the Parent–Child relationship only.
- 10 Skin modifier is used to bind mesh geometry with a bone structure.
