

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

Course	: BCADES WEF Aug-2024	Date	: 17-Feb-2026
Subject Code	: BCADES-305 (Animation)	Time	: 11:30am to 01.45pm
Subject Name	: 3D Illusion 2	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (30)

1. Explain the complete process of Keyframe Animation in Blender.
2. Explain the process of 2D video stabilization in Blender.
3. Explain different types of shadows in Blender.
4. Explain various lamp types available in Blender.
5. Explain rigid body simulation in Blender.

Section B

Answer the following (Attempt any four) (20)

1. Explain the concept of Motion Tracking in Blender.
2. Describe mask creation and animation in Blender.
3. Explain the importance of lighting in 3D animation
4. Explain the concept of light rigs in Blender.
5. Explain soft body simulation in Blender.
6. Write the steps involved in creating a fluid simulation scene.

Section C

Part – A (Multiple Choice Questions) (10)

- 1 Which interpolation method produces smooth animation curves by default?
A Constant B Linear
C Bezier D Quadratic
- 2 Which editor is mainly used for motion tracking in Blender?
A UV Editor B Movie Clip Editor
C Node Editor D Dope Sheet
- 3 What is the purpose of manual lens calibration?
A Correct lens distortion B Improve texture quality
C Remove noise from video D Increase render speed
- 4 What is the main purpose of feathering in masks?
A Sharpen edges B Blur the background
C Increase contrast D Soften mask edges
- 5 Which lighting method simulates light bouncing from surfaces?
A Indirect lighting B Direct lighting
C Ambient lighting D Spot lighting
- 6 Which lighting setup is most commonly used for realistic scene lighting?
A Single-point lighting B Two-point lighting
C Three-point lighting D Four-point lighting

- 7 Which shadow type provides more realistic results but increases render time?

A Buffer shadow B Ray-traced shadow

C Fake shadow D Soft shadow
- 8 Which lamp type produces parallel light rays like sunlight?

A Point B Spot

C Area D Sun
- 9 Which light is used as the main light source in three-point lighting?

A Fill light B Rim light

C Key light D Ambient light
- 10 Which feature in Blender adds physical realism to animations?

A Dynamics B Constraints

C Modifiers D Keyframes

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 The Dope Sheet provides a bird's-eye view of all keyframes and actions present in a scene.
- 2 Tracks in Blender can be weighted differently to control their influence on camera solving and stabilization.
- 3 Fluid resolution directly affects the quality and detail of the fluid simulation.
- 4 Pinning in cloth simulation is used to fix selected vertices so they do not move during simulation.
- 5 Soft body simulations are commonly used to simulate elastic and deformable objects.
- 6 Passive rigid bodies can interact with active rigid bodies but do not move themselves.
- 7 Dynamic simulations in Blender always require keyframe animation to function.
- 8 Back light in a three-point lighting setup is mainly used to separate the subject from the background.
- 9 Lamp textures can be applied to control light color and intensity patterns.
- 10 Mask splines belonging to different mask layers can create holes when they overlap.
