

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

Course	: BCADES WEF Aug-2024	Date	: 09-06-2026
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 different types of Lamps available in Blender and describe their properties, settings, and applications.
2. Explain the process of Motion Tracking in Blender.
3. Explain the principles of 3D Lighting in Blender.
4. Explain Dynamics in Blender. Discuss the principles of physical simulation and their applications in animation.
5. Explain Fluid Simulation in Blender. Discuss Domain, Fluid, Obstacle, and Flow settings with suitable examples.

Section B

Answer the following (Attempt any four) (20)

1. Describe the Key Light, Fill Light, and Back Light used in Three-Point Lighting.
2. Write a short note on Soft Body Constraints.
3. Differentiate between Active and Passive Rigid Body objects.
4. Explain the importance of lighting in creating realistic 3D scenes.
5. Write a note on Camera and Object Motion Solving in Blender.
6. Write a note on the uses of Dynamics in 3D animation.

Section C

Part – A (Multiple Choice Questions) (10)

- Which option in the Mask Node creates smooth mask edges?
A Feather
B Motion Blur
C Anti-Alias
D Fixed Size
- Which shortcut is used to parent selected mask points to an active motion tracker?
A Ctrl + T
B Ctrl + P
C Shift + P
D Alt + P
- What is the basic curve type used to create masks in Blender?
A S-Curve
B NURBS Curve
C Poly Curve
D Spiral Curve
- Which transform model is used in Blender's 2D Stabilization system?
A Polar Transform
B Perspective Warp
C Cylindrical Transform
D Affine-Linear Transform
- Which panel solves the motion of a camera using tracking markers?
A Cleanup Panel
B Objects Panel
C Track Panel
D Solve Panel

- 6 Which tool is used to track the motion of objects and apply that data to 3D objects?
A Sculpting
B Rigging
C Motion Tracking
D Rendering
- 7 Which editor provides a “bird’s-eye view” of animation data?
A UV Editor
B Dope Sheet
C Node Editor
D Text Editor
- 8 Which interpolation method is the default in Blender and produces smooth animations?
A Constant
B Linear
C Bezier
D Quadratic
- 9 Which editor is identified by a clock icon in Blender?
A Timeline Editor
B Clip Editor
C Graph Editor
D Dope Sheet
- 10 Which key is used to insert a keyframe in Blender?
A K
B I
C F
D T

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 A Breakdown keyframe is represented by a cyan-colored small diamond.
- 2 Auto Keyframe automatically inserts keyframes when transform properties change.
- 3 The Time Cursor in the Timeline Editor is displayed as a red line.
- 4 Extrapolation defines the behavior of an animation curve before the first and after the last keyframe.
- 5 The Elastic easing type simulates an exponentially decaying sine wave effect.
- 6 Track Preview in the Track Panel helps verify whether a feature is being tracked accurately.
- 7 New tracking objects can be added using the Minus (-) button in the Objects Panel.
- 8 Feathering is used to soften the edges of a mask.
- 9 Multiple splines belonging to the same mask layer can create holes in a mask.
- 10 Motion paths can only be displayed for object origins and not for bone joints.
