Dr. Babasaheb Ambedkar Open University
Term End Examination March – 2021

Course	**:**	**BCA(DES)**	**Date**	**:**	**03-March-2021**
Subject Code	**:**	**BCA(DES)-203 Animation**	**Time**	**:**	**01:00pm to 03:00pm**
Subject Name	**:**	**Architecture Design-1**	**Duration**	**:**	**02 Hours**
			Max. Marks	**:**	**50**

Section A

Answer the following (Attempt any two) **(20)**

1. What is a Standard Primitive? Explain five Standard Primitives in detail.
2. Write a note on Scatter with the two different methods of applying scatter.
3. List the types of Curves NURBS and Surface NURBS in detail.
4. Describe Top bottom material and Raytracing material in detail.

Section B

Answer the following (Attempt any three) **(15)**

1. Write a short note on Isometric view.
2. List all and explain the tools available in Menu Panel.
3. Write a short note on 3D Maps.
4. Describe Extended Primitives with ACE Extended and it's use.
5. Define Connect and explain the process of using Connect on the object.

Section C

Part – A (Multiple Choice Questions) **(10)**

1 Which is a setting or value that you can change?

A SMPTE B Parameter
C Frame Rate D Vertex

2 Which provides quick access to tools and dialog boxes for many of the most common tasks in 3DS Max?

A Status Bar B Title Bar
C Menu Bar D Main Toolbar

3 Which is used to describe the placement and transformation of maps?

A Tile B Mesh
C UVW D Edge

4 Which is used To output the image or scene with camera, lights, shadows, modifiers, and materials applied to it?

A Vertex B Render
C Grids D Mesh

5 Which viewport display setting that lets you view objects in a given viewport as a wire mesh?

A Wireframe B Frame Rate
C View Cube D Workflow

6 Which is an icon-based menu available from any button that has a small black triangle?

A Polygons B Flyout
C Faces D Objects

7 Viewing a series of related still images in quick succession causes them to appear as if they are in continuous motion. Based on " Persistence of Vision" is called_____

A Animation B Origin
C Parameter D Tile

8 Which is a 3D navigation tool that also lets you switch between standard and isometric views?

A Edge B View Cube
C View Port D Wireframe

9 The geometry that appears in viewports, but not in the scene. You manipulate a gizmo to modify the scene geometry or other effects. Provides a visual aid when you transform objects is called_____.

A Pixel B Tile
C Gizmo D Grids

10 Which allows you to access pre-made materials and maps that come with 3DS MAX?

A Parameter B Material Editor
C Material Map Browser D Time Slider

Part – B (Do as Directed) **(05)**

1 A wireframe box that encloses the extents of an object is called_____.
2 Area of the User Interface where the objects are displayed is called_____.
3 Images generated by the computer in between the keyframes is called_____**.**
4 Define Spiline.
5 A single point whose sole property is its position in 3D space, which is typically defined by values for the X axis, Y axis, and Y axis is called_____.

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