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

Course	**:**	**BCA(DES)**	**Date**	**:**	**05-March-2021**
Subject Code	**:**	**BCA(DES)-205 Animation**	**Time**	**:**	**01:00pm to 03:00pm**
Subject Name	**:**	**Architecture Design-2**	**Duration**	**:**	**02 Hours**
			Max. Marks	**:**	**50**

Section A

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

1. Discuss about Symmetry modifier and Taper modifier
2. List out the various standard lights available with 3ds max.
3. Define NURBS and Describe options given in the NURBS modifier panel.
4. What are OSM and WSM? Describe various 3d modifiers.

Section B

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

1. Which are the various standard lights available with 3ds max? Explain it.
2. Write short note on Lathe modifier and Extrude modifier
3. How many types of the views are there? Explain them.
4. Write short note on Clone options and 2d and 3d
5. Write a brief note on command panel. Explain various standard and extended primitives.

Section C

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

1 GUI : _____

A Graphical User Interface B Grate User Interface
C Gold User Interface D None of these

2 The _____ are used for modifying for altering the shape or size of the object.

A Modifiers B Shapes
C Model D None of these

3 _____ : Specifies the value of angle to be spun

A Axis B Degree
C Weld Core D None of these

4 _____ : This Specify horizontal and vertical offset respectively.

A U/U Offset B V/U Offset
C U/V Offset D V/V Offset

5 HSDS : _____

A Hierarchical Sub-Division Surface B Hierarchical Sub-Division Storage
C Hierarchical Sub-Division Start D None of these

6 Lattice: Displays the line connecting the _____ vertices

A 1 B 2
C 3 D 4

7 FFD Stands for _____.

A Free Form Data B Free Form Dolby
C Free Form Device D Free Form Deformation

8 Vertex Interpolation has _____ types of interpolation

A 3 B 4

C 5 D 6

9 _____ Helps us to create a new edge in between the selected vertices

A Weld B Chamfer

C Connect D None of these

10 The overlapping objects are removed with the help of _____ Boolean

A Union B Intersection

C Subtraction D None of these

Part – B (Do as Directed) **(05)**

1 Define: Focal length

2 Weld: This helps us to extrude the selected vertices. (TRUE/FALSE)

3 Show background: It turns On or Off any viewport background. Viewport background can be set from the view menu. (TRUE/FALSE)

4 What is Axonometric view?

5 Face: The transformation of the vertex is done according to follow the edges. (TRUE/FALSE)

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