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

Course	**:**	**BCA(DES)**	**Date**	**:**	**03-March-2021**
Subject Code	**:**	**BCA-303(DES)-Graph.**	**Time**	**:**	**10:00am to 12:00pm**
Subject Name	**:**	**3D Graphics-1**	**Duration**	**:**	**02 Hours**
			Max. Marks	**:**	**50**

Section A

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

1. Different views and view ports. Explain View Port Labels.
2. Write a brief note on command panel. Explain various standard and extended primitives.
3. What is full form of HSDS and FFD? Describe the usage of FFD and HSDS.
4. What is patch surface? Explain types of patch surfaces.

Section B

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

1. Difference between 2d and 3d animation.
2. What are OSM and WSM? Describe various 3d modifiers.
3. Define Editable Mesh and Editable Poly. Give difference between them.
4. Define NURBS. Give its Uses.
5. What are compound object? Give brief description about various compound objects.

Section C

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

1 Which is a single point in a graphic image?

A Pixel B Spline
C Edge D Faces

2 A type of geometric model of three – dimensional object in which the basic shape is made up of point, or vertices, connected by edges.

A Maps B NTSC
C SMPTE D Mesh

3 The full form of FFD is _____

A Free Form Development B Form Free Development
C Free Form Deformation. D Form Free Deformation

4 NURBS curves can be used to generate:

A Planes B Arcs
C Cylinders D All of the above

5 Tri Patch creates a patch with _____triangular faces.

A 71 B 72
C 73 D 74

6 Area of User interface where the objects are displayed is called_____.

A Vectors B Gizmo

C Viewport D View Cube

7 The geometry that appears in View ports, but not in the scene.You Manipulated a gizmo to modify the scene geometry or other effects .Provides a visual aid when you transform object is called_____.

A Pixel B Tile

C Grids D Gizmo

8 The representation of complex objects which is not be drawn by wire frame model is called as _____

A Surface model B Wire frame model

C Solid model D Isometric model

9 _____ Maps are the in-built maps of the 3ds max. They are based on certain algorithm or calculations. These are pixel independent.

A Bitmaps B Procedural maps

C Both A and B D None of the above

10 “Render To Texture”, or "Texture Baking” allows us to create _____ maps.

A Render B Texture

C Baking D All of the above

Part – B (Do as Directed) **(05)**

State Weather the following statement are True or False

1 TORUS used to create the objects like tire, pipes, part of machines, doughnuts.

2 Lattice: Displays the line connecting the 3 vertices.

3 HEDRA: this primitive is used to create the objects like gems.

4 Conform is a compound object with which we can wrap the selected object to the base object.

5 We can alter the opacity of the start and ends of particles according to the rate of movement is called Particle Age.

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