Dr. Babasaheb Ambedkar Open University
Term End Examination July – 2018

Course	:	**BCAMUL**	**Date**	:	**24/7/2018**
Subject Code	:	**BCAMUL-207(Animation)**	**Time**	:	**11:00am to 02:00pm**
Subject Name	:	**3D Max Part II**	**Duration**	:	**03 Hours**
			Max. Marks	:	**70**

Section A

Answer the following (Attempt any three) **(30)**

1. Explain parameters of environment window
2. Define Gizmo types in 3DS Max and their uses
3. Explain highlight filter with its properties.
4. Write detailed note on parameter editor
5. Explain parameters of environment window

Section B

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

1. Explain sub objects of light
2. Explain star effect with its options
3. Define depth of field and its use.
4. What is use of camera map modifier
5. Explain Spline IK Solver.
6. What is the procedure of creating character rig?

Section C

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

1 Reaction Manager works on the concept of _____

A Master B Slave
C Master and Slave D None of these

2 Particles are _____ fragments of objects

A Editable B Non-editable
C Either A or B D None of these

3 How many non-event driven particle systems are there

A Six B Five
C Four D Three

4 _____ is a advanced version of the original snow particle system

A PARRAY B PCLOUD
C SPRAY D BLIZZARD

5 Operators allow us to describe the _____ of the particle

A Speed B Direction
C Shape D All of these

6 The _____ operator gives an angular velocity to particles in an event

A Shape instance B Spin

C Shape mark D Speed

7 _____ controls and simulates complex physical scenes.

A Reactors B Containers

C Components D All of these

8 _____ allows us to generate the files from your machines to internet

A File Browser B Folder Browser

C Asset Browser D Source Browser

9 _____ is roughness of any object's surface

A Material B Reflection

C Light D Bump

10 The _____ models daylights

A Photometric lights B Sky light

C Spot light D All of these

Part – B (Do as Directed) **(10)**

State whether following statements are true or false

1 A light ray is made up of photons

2 Environment contains fog, mist, clouds, etc.

3 Spot light is the general light with no identifiable source or direction

4 Tint option is not under the global lighting.

5 The standard Max lights rely on parameters like Multiplier, Decay and Attenuation

6 Radiosity is fundamentally similar to raytracing

7 A photon map is a technique to generate the indirect illumination effects of caustics and global illumination when you render with the mental ray renderer

8 Light tracer is used for calculating realistic light and shadows with skylights as well as other lights in open environment scenes.

9 ROM Player can be used for opening and checking any image or AVI file after rendering it.

10 The Positive Filter inverts the colours in the image

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