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

Course	:	**BCA**	**Date**	:	**22-07-2018**
Subject Code	:	**BCAMUL-205(Animation)**	**Time**	:	**11:00am to 02:00pm**
Subject Name	:	**3D MAX Part-I**	**Duration**	:	**03 Hours**
			Max. Marks	:	**70**

Section A

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

1. Define Editable Mesh and Editable Poly. Explain the difference between them.
2. What are compound object? Describe various compound objects in detail.
3. How many types of the views are there? Explain them.
4. What is patch surface? How many types of patch surfaces are there? Explain all in detail
5. Define NURBS and Describe options given in the NURBS modifier panel.

Section B

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

1. What are OSM and WSM? Describe various 3d modifiers.
2. Write short note on Lathe modifier and Extrude modifier
3. Explain Poly sub-object border and Polygon sub-object
4. Write a brief note on command panel. Explain various standard and extended primitives.
5. Describe: Surface modeling, Editable patch.
6. Which are the various standard lights available with 3ds max? Explain it.

Section C

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

1 HSDS Stands for : _____

A Hierarchical Sub-Division Surface B Hybrid Sub-Division Surface
C Highest Sub-Division Surface D None of these

2 Vertex Interpolation has _____ types of interpolation

A 3 B 4
C 5 D 6

3 The FFD is sub divided into _____ parts

A 1 B 2
C 3 D 4

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

A Connect B Chamfer
C Weld D None of these

5 _____ The polygons that are sub divided into triangles can be modified by clicking on the diagonals.

A Trun B Extrude
C Bevel D None of these

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

A Intersection B Union

C Subtraction D None of these

7 In QUAD PATCH divided into ____ triangular faces to make the total of __ faces.

A 2,72 B 3,72

C 2,78 7 3,78

8 TRI PATCH creates a patch with _____ triangular faces

A 71 B 72

C 73 D 74

9 _____ View represents the objects in 2D.

A Orthographic B Wireframe

C Perspective D Edged

10 _____ highlights the edges of the object.

A Orthographic B Wireframe

C Perspective D Edged

Part – B (Do as Directed) (10)

1 Full form : FFD

2 Define : Scatter

3 Lattice: Displays the line connecting the 2 vertices (TRUE/FALSE)

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

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

6 What is Terrain?

7 outside points: distance between two control points while conforming (TRUE/FALSE)

8 Define : Photon

9 What is use of Spot light?

10 What is important of Fire effect?