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

Course	:	**BCAMUL**	**Date**	:	**9/7/2018**
Subject Code	:	**BCAMUL-303(Graphics)**	**Time**	:	**11:00 to 02:00**
Subject Name	:	**3D Max Part I**	**Duration**	:	**03 Hours**
			Max. Marks	:	**70**

Section A

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

1. Write a brief note on command panel. Explain various standard and extended primitives.
2. What are OSM and WSM? Describe various 3d modifiers.
3. Explain HSDS and FFD
4. Explain in detail about Bitmaps and Procedural Maps
5. Explain types of Compound Objects in detail.

Section B

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

1. Difference between 2D and 3D Animation.
2. Explain the Modifiers for Shapes
3. Explain Mesh Modelling
4. Why are NURBS used
5. Explain Boolean and Connect
6. Explain types of Maps

Section C

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

1 _____view represents the objects in 2D.

A Orthographic B Isometric
C Perspective D Camera

2 _____view shows the objects with the vanishing point which belong to the horizon.

A Orthographic B Isometric
C Perspective D Camera

3 _____ is a collection of segments or vertices.

A Edges B Spline
C Wireframe D Lines

4 The "_____" is also a kind of the modelling tool with which we can easily modify the objects and convert it into desirable objects and shapes.

A Patch Modeling B Spline Modeling
C Mesh Modeling D Poly Modelling

5 _____modifiers straight transform an object's geometry in local object space.

A World-Space B Object-space
C Normals D None

6 _____ can create a linear or radial ramp of three colors.

A Gradient B Gradient Ramp

C Checker D Swril

7 _____ can create a variety of ramps by using many colors and maps.

A Gradient B Gradient Ramp

C Checker D Swril

8 _____ can create spiral patterns.

A Gradient B Gradient Ramp

C Checker D Swril

9 A _____material transmits light, but unlike a transparent material, it also scatters the light so those objects behind the material cannot be seen clearly.

A Shinny B Glossy

C Transparency D Translucent

10 Both the Sunlight and _____systems use light in a system that follows the geographically correct angle and movement of the sun over the earth at a given location.

A Sky Light B Daylight

C IBL D None

Part – B (Do as Directed) **(10)**

True or False

1 Wireframe displays the object as if it is made of wires.

2 Shapes are the objects which are made up of 2 or more than 2 polygon.

3 Procedural map can call an image saved as a sequence of pixels.

4 Diffuse is the color of the object in shadow.

5 Specular is the color of shiny highlights

6 Anisotropic can be used for surfaces with strong, circular highlights.

7 The MapScaler (OSM) modifier works in object space to maintain the scale of a map applied to an object.

8 The Sun is modelled as a parallel light source, which makes the incident direction of sunlight constant over all surfaces in the scene.

9 Omni light is like a bulb, which illuminates in all directions.

10 The Light Tracer provides soft edged shadows and color bleeding for brightly lit scenes such as outdoor scenes.