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

Course	:	**BCAMUL**	**Date**	:	**10/7/2018**
Subject Code	:	**BCAMUL-304(Animation)**	**Time**	:	**11:00 to 02:00**
Subject Name	:	**3D Studio Max**	**Duration**	:	**03 Hours**
			Max. Marks	:	**70**

Section A

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

1. Explain in detail about Camera in 3Ds Max and its functions.
2. Describe Material and types of material in 3Ds Max.
3. Write a brief note on command panel. Explain various standard and extended primitives.
4. What are OSM and WSM? Describe various 3d modifiers.
5. Explain types of Compound Objects in detail.

Section B

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

1. Path Constraint for Camera
2. UVW Mapping
3. Utility of NURBS
4. Difference between 2D and 3D Animation.
5. Explain the Modifiers for Shapes
6. Explain Mesh Modelling

Section C

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

1 A _____is controlled by points that lie on the surface.

A point surface B CV surface
C point curve D CV curve

2 A _____is controlled by control vertices (CVs) forming a control lattice that surrounds the surface.

A point surface B CV surface
C point curve D CV curve

3 A _____is controlled by points lying on the curve.

A point surface B CV surface
C point curve D CV curve

4 _____is used for setting up atmospheric and background effects.

A Skylight B Daylight
C Environment D Gizmo

5 _____improves the realism of a scene.

A Ray Tracer B Final Gather

C Light Tracer D Global illumination

6 _____is a production quality rendering application developed by mental images (Berlin, Germany).

A Scan line B Mental ray

C Arnold D VRay

7 _____material lets you assign two different materials to the front and back faces of an object.

A Layer Material B Top-Bottom

C Double Sided D Multi sub-object

8 _____view represents the objects in 2D.

A Orthographic B Isometric

C Perspective D Camera

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

A Orthographic B Isometric

C Perspective D Camera

10 _____ is a collection of segments or vertices.

A Edges B Spline

C Wireframe D Lines

Part – B (Do as Directed) (10)

True or False

1 A point curve is controlled by CVs that do not necessarily lie on the curve.

2 NURBS stands for Non-Uniform Rational B-Splines.

3 The Skylight light models daylight.

4 The Ray Trace provides soft edged shadows and colour bleeding for brightly lit scenes such as outdoor scenes.

5 Illuminance is the luminous flux incident on a surface of unit area.

6 Ink N Paint Material- This material is used for creating cartoon effect than realistic 3 dimensional material.

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

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

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

10 Diffuse is the color of the object in shadow.