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

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

Section A

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

1. Describe Concept of light and Sub Objects of Light in 3Ds Max
2. Discuss in detail about the effects that can be added in the scene in 3Ds Max.
3. Describe various effects in video post and lens effects options in 3Ds Max.
4. Explain Skinning, Skin Morph, Skin Wrap and Skin Wrap Patch.
5. Explain about Particle concepts and types of particles in detail.

Section B

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

1. Concept of Photons, Fake Radiosity and Caustics
2. Mental Ray
3. Attachment Constraint
4. Path Constrain
5. Melt Modifier
6. Creating a Human Rig

Section C

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

1 The _____gives you access to a variety of utility programs.

A Command Panel B Utilities panel
C Modifier Panel D Motion Panel

2 The "_____" utility creates an object that warns its geometric complexity.

A LCD B LAD
C LED D LOD

3 The _____controls and simulates complex physical scenes.

A Manipulators B Reactors
C Constrain D Video Post

4 The _____operator lets us specify how particles appear in the view ports.

A Cache B Display
C Notes D Rendering

5 The _____operator records and stores particle states to memory.

A Cache B Display
C Notes D Rendering

6 The _____operator lets us add a textual comment to any event.

A Cache B Display

C Notes D Rendering

7 The ___modifier simulates soft body dynamics using virtual springs between an object's vertices.

A Melt B Flex

C Bend D Taper

8 _____is used for measuring the angle between two objects

A Campus B Tape

C Scale D Protractor

9 _____is a wireframe cube with a pivot point at its geometric center.

A Grid B Point

C Dummy D Tape

10 The _____positions an object along the surface of another object.

A Attachment Constraint B Surface constraint

C Position Constraint D Path Constrain

Part – B (Do as Directed) (10)

True Or False

1 A rigid body’s mass controls the object interaction with other objects.

2 Divergence Spreads out the stream of spawned particles.

3 The Display operator provides controls related to rendering particles.

4 The Gizmo, also called "User Grid" or "Custom Grid"

5 Point provides a specific location in 3D space that can be used as a reference or by other program functions.

6 Blur effect is normally used for making a gassy look in the scene.

7 Motion Blur applies an image motion blur to our rendered scene by blurring moving objects or the entire scene.

8 File Output allows us to take a “snapshot” of a rendering before some or all of the other Render Effects are applied, depending on the placement of File Output in the Render Effects stack.

9 The Depth of Field effect simulates the natural blurring of foreground and background scene elements when viewed through a camera lens.

10 The Trace Depth controls calculate reflections and refractions.