

Dr. Babasaheb Ambedkar Open University
Term End Examination July – 2026

Course : DMA
Subject Code : DMA-201
Subject Name : 3D Animation

Date : 12/07/2026
Time : 11:30am to 01:45pm
Duration : 2.15 Hours
Max. Marks : 70

Section A

Answer the following (Attempt any three)

(30)

1. Explain in details about Diffuse Shaders and its types.
2. Elaborate about Key-frame in details.
3. Write a detailed note on Bézier Curves.
4. State about of Rigid Body in details.
5. Discuss about Ambient Occlusion in great details.

Section B

Answer the following (Attempt any four)

(20)

1. Narrate in short about Surface Scattering.
2. Explain Armature object in brief.
3. Discuss in short about object types in Blender.
4. Elaborate different shadow buffer generation type.
5. List and explain different modes used for modeling in Blender.
6. Which are various types of maps? Explain in short.

Section C

Part – A (Multiple Choice Questions)

(10)

- 1 _____ is a mesh-only mode, that enables Blender's mesh 3D-sculpting tool.
A Pose
B Particle
C Sculpt
D Object
- 2 _____ select is used to draw a dotted line around the pivot point of the Objects, in Object Mode.
A Lasso
B Circle
C Border
D Point
- 3 With Meshes, everything is built from _____.
A Vertices
B Edges
C Faces
D All of them
- 4 Ray-traced reflections return the surrounding environment's color based on _____.
A Material's reflectivity
B Viewing angle.
C Both A and B
D Light intensity
- 5 _____ is Blender's default Diffuse Shader.
A Lambert Shader
B Oren-Nayar Shader
C Toon Shader
D MinnaertShader
- 6 _____ means that light is scattered more towards the incoming light direction.
A Anisotropic scattering
B Forward scattering
C Isotropic scattering.
D Back-scattering

- 7 _____ bone is the default visualization, well suited for most of editing tasks.
A Stick B Octahedral
C B-Bone D Envelope
- 8 _____ technique used in 3D computer graphics to add lighting effects to a rendered scene.
A Volumetric B Directional
C Ambient D Spot
- 9 _____ constraint causes the two objects to move as one.
A Point B Hinge
C Fixed D Slider
- 10 _____ is initialized as a thin fluid layer of the surface of the mesh.
A Particle B Shell
C Viscosity D Velocity

Part – B (Do as Directed)

(10)

- 1 Viewport Shading allows you to change the way objects are displayed in the viewport. True / False
- 2 In Object Mode, the last (de)selected item is called the “Active Object”. True / False
- 3 Bidirectional Scattering Distribution Function is defined as how light is reflected and refracted at a surface. True / False
- 4 Ramps allow you to precisely control the color gradient across a Material. True/False
- 5 The Refraction parameters can be used to tint or scale the light that is scattered out of the volume. True / False
- 6 0% saturation removes all hues, creating a grayscale image. True / False
- 7 Constraints control the behavior of one Object with data from another. True / False
- 8 A Keyframe is a marker of time which stores the value of a property. True / False
- 9 Baking refers to the act of storing or caching the results of a calculation. True / False
- 10 Rigid Body simulation works for all objects that have vertices or control points. True / False
