

BRAINWARE UNIVERSITY

Term End Examination 2018 - 19

Programme – Bachelor of Arts (Honours) in Multimedia & Web Development Course Name – 3D Modelling and Animation Course Code – BMW501

(Semester - 5)

Time allotted: 3 Hours	(Belliester – 3)	,	Full Marks: 70			
[The figure in the margin indicates their o	full marks. Candida wn words as far as p	1	their answers in			
	Group -A					
(Mul	Itiple Choice Type (Questions)	$10 \times 1 = 10$			
1. Choose the correct alternat	tive from the followi	ing:				
(i) In which toolbar is the "Arr	ray" option found:					
a. Modify toolbar	b.	Extras toolbar				
c. Motion toolbar	d.	None of the above				
(ii) What is the option in 3D th	What is the option in 3D that regenerates your final image or animation?					
a. Playing	b.	Save				
c. Generation	d.	Rendering				
(iii) Which toolbar has the option	Which toolbar has the option of changing the parameters of an object?					
a. Parametric Deforme	ers b.	Mesh Deformer				
c. Modify	d.	Customize				
(iv) What is the shortcut key for material map in 3D Max?						
a. N	b.	F9				
c. M	d.	Shift + M				
(v) What is the shortcut key for	What is the shortcut key for selection tool in 3D Studio Max?					
a. "Q"	b.	"W"				
c. "E"	d.	"R"				
(vi) What is the default scripting	What is the default scripting tool for 3D Studio Max?					
a. Max Script	b.	ASP.NET				
c. Visual Basic for Ap	plications d.	Visual Basic.NET				
(vii) What is the option to create	e a circle?					

a. Shapec. Sphere

b. Geometry

d. Modify panel

(vii			s a technique used in 3D computer gog to a 3D scenes?	rapl	nics that are meant to add mo	re realistic
		a.	Global animation	b.	Global imagery	
		c.	Global illusion	d.	Global illumination	
(ix) V	Vhich	solver is used to animate "Skeleton"	in	3D Max?	
		a.	НІ	b.	IK	
		c.	KI	d.	HD	
(x)	V	Vhich	primitive has a square or rectangular	· ba	se and triangular side?	
		a.	Pyramid	b.	Sphere	
		c.	Cone	d.	Square cone	
			Group –	В		
(Short Answer Type Questions)						3 x 5 = 15
Ans	wer a	any <i>tl</i>	aree from the following:			
2. Define the standard lighting method in 3D Max.					5	
3. What do you mean by Shapes and Splines? Define the setting of chieat properties					5 5	
4. Define the setting of object properties.5. What is geometric modeling?					5	
6.			ne non-uniform scaling in 3D Max.			5
			Group –	C		
			(Long Answer Typ	e Q	uestions)	3 x 15 = 45
Ansv	ver a	ny <i>th</i>	ree from the following:			
7.	(a)	Exp	lain the anti-alias filters in 3D Max.			8
	(b)		v is it possible to organize objects by	•	vers?	7
8.	` ' 1			5		
9.	(b) Explain the linking objects and unlinking objects.9. (a) How to create a camera object?				10 7	
	(b) Define the free camera and target camera.				8	
10.	10. (a) Write a note on modifier topology dependency.				5	
	(b) (c)	-	lain the editing vertices in 3D Max. lain the refine button using vertices.			5 5
11.	(c) (a)	-	ine the soft selection method.			7
	(b)		cribe the type of colour swatches tha	t ar	e available in materials of 3D	
