



NBU-001-005603

Third Year B. A. (ID) (Sem. VI) (CBCS) Examination

April / May – 2017

Computer Aided Design & Drafting - III

Faculty Code : 001

Subject Code : 005603

Time : 2 Hours]

[Total Marks : 50

**પરીક્ષાર્થીઓને સૂચના**

૧. પ્રત્યેક MCQ ઉત્તરવહીના પ્રથમ પાના ઉપર પરીક્ષાર્થીએ બેઠક ક્રમાંક/પરીક્ષા કેન્દ્ર અને પરીક્ષાની તારીખ પોતાની સહી સાથે લખવાની રહેશે.
૨. પરીક્ષાર્થીને MCQ પ્રશ્ન પ્રકારનો પ્રશ્નપત્ર આપવામાં આવેલ છે. જે નિયત સમય મર્યાદામાં પૂર્ણ કર્યા બાદ ખંડ નિરીક્ષકને MCQ ઉત્તરવહી સુપરત કરવાની રહેશે.
૩. તમારી ઉત્તરવહીના કોઈ પણ ભાગમાં તમારું નામ અથવા નંબર લખવો નહીં (નિર્દિષ્ટ જગ્યા સિવાય) અથવા પોતાની ઓળખ છતી થાય તેવી કોઈ નિશાની કરવી નહીં.
૪. તમોને આપેલી MCQ ઉત્તરવહી, પરીક્ષા ખંડ છોડતા પહેલાં ખંડ નિરીક્ષકને સુપરત કરવી.
૫. લેખનસામગ્રી, ગણિતનાં સાધનો કે એવી કોઈ પણ ચીજની કોઈ પણ બીજા પરીક્ષાર્થી સાથે આપ-લે કરવાની સખત મનાઈ છે.
૬. પ્રશ્નપત્રો વહેંચાઈ ગયા પછી ૩૦ મિનિટ સુધી અને પરીક્ષાના સમયની છેલ્લી ૧૦ મિનિટ દરમિયાન તમોને કોઈ પણ સંજોગોમાં પરીક્ષા ખંડની બહાર જવા દેવામાં આવશે નહીં.
૭. જો તમો
  - (અ) પરીક્ષા સમય દરમિયાન પરીક્ષા ખંડમાં તમારી સાથે કોઈ પણ પુસ્તક અથવા કોઈ પણ પ્રકારના લખાણ કે નોંધવાળી કાગળની કાપલી કે વસ્તુ લાવશો અગર,
  - પરીક્ષા ચાલુ હોય ત્યારે બીજા પરીક્ષાર્થી સાથે વાત કરશો કે કોઈ પણ રીતે સંદેશો મોકલવા વ્યવહાર કરશો અગર,
  - બીજી કોઈ પણ જાતની ગેરરીતિ કરશો અથવા ગેરરીતિ કરવાનો પ્રયત્ન કરશો અગર,
  - પરીક્ષા પૂરી થયા બાદ પરીક્ષાખંડ છોડતી વખતે તમોને આપેલી તમારી કોઈ પણ લખેલી કે કોરી ઉત્તરવહીઓ સાથે લઈ જશો કે પરીક્ષાખંડમાં આમ કરવાના ઈરાદાથી કોઈ પ્રવૃત્તિ કરશો તો શિક્ષાને પાત્ર બનશો તથા તમને પરીક્ષામાંથી ઉઠાડી મુકવામાં આવશે અને તમારા વિષે તેનો યુનિવર્સિટીને તાત્કાલિક રિપોર્ટ કરવાનો નિરીક્ષકને અધિકાર છે.
  - (બ) જે પરીક્ષાર્થી મુખ્ય કે અન્ય નિરીક્ષકની સૂચનાનો અનાદર કરશે કે ઉદ્ધત અથવા અયોગ્ય વર્તન પરીક્ષાખંડમાં દાખવશે અથવા નિયમોનો ઈરાદાપૂર્વક ભંગ કરશે તે શિક્ષાને પાત્ર બનશે અને મુખ્ય નિરીક્ષક તેને પરીક્ષામાંથી તાત્કાલિક ઉઠાડી મૂકી શકશે.
  - (ક) ઉપર જણાવ્યા પ્રમાણેની તેમજ યુનિવર્સિટીના ઓર્ડિ.માં દર્શાવેલી ગેરરીતિ જો કોઈ પરીક્ષાર્થી આચરશે તો તે પરીક્ષાર્થીને મુખ્ય નિરીક્ષક પરીક્ષા ખંડમાંથી બહાર મોકલી શકશે.
  - (ડ) પરીક્ષાખંડમાં મોબાઇલ ટેલિફોન કે પેજર જેવાં સાધનો લાવશો તો મુખ્ય નિરીક્ષક આ સાધનોને જપ્ત કરી શકશે.
૮. પરીક્ષાનો સમય પૂરા થવાની ૧૦ મિનિટ અગાઉ સંકેતનો ઘંટ વાગશે ત્યારે તમો લખવાનું બંધ કરી તમારી ઉત્તરવહીઓ તમારા ખંડના નિરીક્ષકને સુપરત કરવા તૈયાર રહેશો. જ્યાં સુધી નિરીક્ષક બધાની ઉત્તરવહીઓ એકઠી કરી લે નહીં ત્યાં સુધી તમારે તમારી બેઠક છોડવી નહીં.

**Instructions to Candidates**

1. The candidate will have to write his seat number/centre of examination and date of examination along with his/her signature on the first page of each MCQ answer sheet.
2. The candidate is supplied with MCQ question paper, which he will have to complete in given fixed time and will have to submit the MCQ Answer Sheet to the block supervisor.
3. You should not write your name or number in any part of your Answer Sheet (except specified space) OR you should not put any sign whereby you identity can be made out.
4. The MCQ Answer Sheet given to you should be submitted to block supervisor before leaving the examination block.
5. The exchange of writing material, tools of mathematics and such similar things with other students is strictly prohibited.
6. Up to 30 minutes after distribution of question papers and in last 10 minutes of the examination time you will not be allowed to go outside the block under any circumstances.
7. If you
  - (a) Will bring any textbook or any type of writing or any strip of paper with notes or any other thing in the examination hall with you during the examination time. OR
  - Talk with other candidate during examination or try to send message by any means or do any communication OR will do any type of mal practice or will attempt for any mal practice. OR
  - Will carry your any written answer books or blank answer book with you while leaving the examination hall after completion of examination. OR will do any activity with intention of doing so, you will be liable to punishment or you will be expelled from the examination the supervisor has the right to send immediately the report to the University.
  - (b) The candidate who will disobey the instructions given by chief or other supervisor OR will show rude or inappropriate behaviour in the examination hall, the supervisor will immediately debar the candidate from the examination.
  - (c) If any candidate does any of the above mentioned mal practices or as mentioned in the Ord. of University, the chief supervisor will send the candidate out of the examination hall.
  - (d) The chief supervisor will seize the instruments like mobile telephone or pager if you bring in the hall.
8. 10 minutes before the completion of examination an indicative bell will ring. You should stop writing at that time you become ready to submit your answer books to your block supervisor. You should not leave your seat until the supervisor does not complete the collection of all the answer books.

- 1 Modifier used to provide thickness.....
- (A) shell (B) bhell  
(C) chell (D) kehl
- 2 How can we provide 3d effect to materials ?
- (A) bomb  
(B) jump  
(C) bump  
(D) thumb
- 3 W, E and R called \_\_\_\_\_ tools.
- (A) transworld  
(B) Transformation  
(C) streetfimation  
(D) Information
- 4 Two types of region
- (A) window and path  
(B) window and rising  
(C) window and crossing  
(D) window and pressing
- 5 Which command used to copy and arrange objects in path ?
- (A) spacing tools  
(B) glazing tools  
(C) razing tools  
(D) sposure tools

- 6** 3ds max stands for
- (A) three diamond standard maxco
  - (B) three dimensional studio maximum
  - (C) three dimensional studio minimum
  - (D) three dimensional sttucoo maximum
- 7** What are the view ports ?
- (A) Four sides
  - (B) Four windows
  - (C) Four views
- 8** Is it possible to have more than 4 viewports in 3d studio max ?
- (A) No
  - (B) Yes
- 9** What is Modifier stack or Modifier list?
- (A) a list of objects
  - (B) a list of polygons
  - (C) apply on objects
- 10** The following is essential modifier -
- (A) editable poly
  - (B) bend
  - (C) bevel

- 11 What are the Splines?
- (A) 2d shapes
  - (B) 3d shapes
  - (C) single objects
- 12 Daylight system used for?
- (A) light up a scene
  - (B) To make a scene realistic
  - (C) To make a shine effect
- 13 It is not necessary to select objects to move in 3ds max?
- (A) True
  - (B) False
- 14 In 3ds max selecting objects means?
- (A) saving objects
  - (B) creating new objects
  - (C) making the object current
- 15 Indirect illumination and exposure control used for the same purpose?
- (A) True
  - (B) False
- 16 Lighting and rendering has the same effects?
- (A) True
  - (B) False

- 17 In 3ds max animation used for game correctors?
- (A) True
  - (B) False
- 18 Materials and maps are the same things?
- (A) True
  - (B) False
- 19 Creating shapes and making splines are the same things?
- (A) True
  - (B) False
- 20 There are \_\_\_\_\_ types of cameras in 3ds max.
- (A) two
  - (B) three
  - (C) more than three
- 21 In 3ds max setting units means?
- (A) setting coordinates
  - (B) setting dimentions
  - (C) setting scale
- 22 Which of the following platforms does autodesk 3ds max run on?
- (A) Qualcomm's BREW
  - (B) Unix-like, Windows
  - (C) Microsoft windows, linux, Mac os
  - (D) Microsoft windows

- 23** To change the scene from generic units to meters:
- (A) Use the Viewport Tools
  - (B) Use the Units Setup dialog
  - (C) Use the Command Panel
  - (D) You can not change the units in 3ds Max Design
- 24** Select one or more of the Following That Are NOT Standard Primitives:
- (A) Noise
  - (B) Capsule
  - (C) GeoSphere
  - (D) Spacewarp
- 25** Select one or more of the Following That Are Splines:
- (A) Helix
  - (B) Box
  - (C) Gengon
  - (D) Rectangle
- 26** To bring an AutoCAD DWG file into 3ds Max you can:
- (A) Open the file with the Open Command
  - (B) Merge the file with the Merge Command
  - (C) Use the File Link Manager
  - (D) Import the file with the Import Command

**27** You can move any objects from one layer to another using:

- (A) The Layer Manager tools
- (B) The Rename Objects Tool
- (C) The Material Editor
- (D) Manage Scene Explorer Tool

**28** Select all Standard Light types:

- (A) Omni
- (B) Target Spot
- (C) Free Spot
- (D) Free light

**29** Select all Photometric Light types:

- (A) Sky Portal
- (B) Target Light
- (C) Skylight
- (D) Free Light

**30** Select all the tools for working with Materials:

- (A) The Compact Material Editor
- (B) The Slate Material Editor
- (C) The Array Tool
- (D) The Material Map Browser

- 31** Select all mental ray materials:
- (A) Arch & Design
  - (B) Car Paint
  - (C) Matte / Shadow Reflection
  - (D) Ink N 'Paint
- 32** Select the correct keyboard shortcut to undo changes in a Camera Viewport:
- (A) ALT + W
  - (B) SHIFT + Y
  - (C) CTRL + Z
  - (D) CTRL + Y
- 33** You are in a Perspective viewport and you want to create a room. To do this you :
- (A) Press C
  - (B) Press CTRL + C
  - (C) Left-click and press ALT
  - (D) Press Z
- 34** Select all correct statements about mental ray:
- (A) It is a rendering system
  - (B) It is not physically based
  - (C) en Calculates light energy in a scene
  - (D) None of the above
- 35** With mental ray you can: only be used with
- (A) Use only Autodesk materials
  - (B) Use only standard light and materials
  - (C) Use Both Standard and physically based lighting and materials
  - (D) Photometric lights use only



- 36** The Select Object command is available through the:
- (A) Main Toolbar
  - (B) Reactor toolbar
  - (C) Quick Access toolbar
  - (D) Trackview toolbar
- 37** Select all of the followings that are a Command Panel:
- (A) Hierarchy Panel
  - (B) Motion Panel
  - (C) Utility Panel
  - (D) Material Panel
- 38** To change the size of a sphere you change the:
- (A) Constraint
  - (B) Radius Parameter
  - (C) Radius Expression
  - (D) Segments Parameters
- 39** To add a modifier to an object you:
- (A) Use the Create panel
  - (B) Convert to Editable Poly
  - (C) Use the dropdown on the Modify Panel
  - (D) Use the Utility panel
- 40** Holding down the left click of the mouse while drawing a line will create:
- (A) Bezier Curves
  - (B) Straight line segments
  - (C) Smooth Curves
  - (D) It depends on the option chosen in the Creation Method menu

- 41 Exposure Control is located on:
- (A) Tools Menu
  - (B) Rendering Menu
  - (C) Edit Menu
  - (D) Animation Menu
- 42 To apply different materials to a single object you use:
- (A) A Multi-Sub/Object Material
  - (B) A Raytrace Material
  - (C) A UVW Mapping Modifier
  - (D) Smoothing Groups
- 43 Select all correct statements about the Rendered Frame Window;
- (A) It let you save the rendered image
  - (B) It let you copy the rendered image to the clipboard
  - (C) It let you print the rendered image
  - (D) It let you select the Area to Render

- 44 Select all correct statements about rendering directly to a movie format:
- (A) If you need to fix a small segment you have to re-render the whole thing
  - (B) It's better Render a sequence of still images
  - (C) The full information is lost upon compression
  - (D) If you crash on the last frame, you still lose all your work
- 45 To determine the DPI and Paper Size you use the:
- (A) Batch Render
  - (B) Print Size Assistant
  - (C) Panorama Exporter
  - (D) Gamma/LUT Setup
- 46 To make the rendering calculation go quicker with mental ray you can :
- (A) Use a smaller output resolution
  - (B) Set Draft in final gather Precision Presets
  - (C) Disable global illumination
  - (D) Enable Draft Mode (No Precalculation)

- 47 You should use Final Gather in conjunction with Photon Mapping:
- (A) For interior scenes
  - (B) For exterior scenes
  - (C) Always
  - (D) Never
- 48 HDR stands for :
- (A) High Dynamic Range
  - (B) High Dynamic Render
  - (C) High Definition Resolution
  - (D) High Determination Revenge
- 49 What is available in type of object section in array dialogue box?
- (A) Copy
  - (B) Instance
  - (C) Reference
  - (D) none of them
- 50 In Import menu which type of file are support ?
- (A) Fbx
  - (B) 3ds
  - (C) dwg
  - (D) html