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

April / May - 2018

## Computer Aided Design & Drafting - III

**Faculty Code : 001**
**Subject Code : 005603**

Time : **2** Hours]                                      [Total Marks : **50**

**Instructions :** (1)  All questions are compulsory.

(2)  Any ambiguity will be considered as a wrong answer.

**Choose the correct answer :**

1    What are the Splines?
(A)  2d shapes                (B)  3d shapes
(C)  single objects          (D)  Double objects

2    Daylight system used for
(A)  Light up a scene
(B)  To make a scene realistic
(C)  To make a shine effect
(D)  To make a colorful scene

3    It is not necessary to select objects to move in 3ds max.
(A)  True
(B)  False

4    In 3ds max selecting objects means
(A)  saving objects
(B)  creating new objects
(C)  making the object current
(D)  Double objects

5    Indirect illumination and exposure control used for the same purpose.
(A)  True
(B)  False

**6** Lighting and rendering has the same effects.

(A) True

(B) False

**7** In 3ds max animation used for game correctors.

(A) True

(B) False

**8** Materials and maps are the same things.

(A) True

(B) False

**9** Creating shapes and making splines are the same things.

(A) True

(B) False

**10** There are _____ types of cameras in 3ds max.

(A) Two                 (B) Three

(C) more then three     (D) None of these

**11** In 3ds max setting units means :

(A) setting coordinates     (B) setting dimentions

(C) setting scale          (D) None of these

**12** 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

**13** 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.

14 Select one or more of the Following That Are NOT Standard Primitives:

(A) Noise                    (B) Capsule

(C) GeoSphere                (D) Spacewarp


15 Select one or more of the Following That Are Splines;

(A) Helix                    (B) Box

(C) Gengon                   (D) Rectangle


16 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


17 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


18 Select all Standard Light types:

(A) Omni                     (B) Target Spot

(C) Free Spot                (D) Free light


19 Select all Photometric Light types:

(A) Sky Portal               (B) Target Light

(C) Skylight                 (D) Free Light


20 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

21 Select all mental ray materials:
(A) Arch and Design
(B) Car Paint
(C) Matte /Shadow Reflection
(D) Ink N 'Paint

22 Select the correct keyboard shortcut to undo changes in a Camera Viewport:
(A) ALT + W          (B) SHIFT + Y
(C) CTRL + Z         (D) CTRL + Y

23 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

24 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

25 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

26 The Select Object command is available through the:
(A) Main Toolbar          (B) Reactor toolbar
(C) Quick Access toolbar  (D) Trackview toolbar

**27** Select all of the followings that are a Command Panel:
(A) Hierarchy Panel       (B) Motion Panel
(C) Utility Panel         (D) Material Panel

**28** To change the size of a sphere you change the:
(A) Constraint            (B) Radius Parameter
(C) Radius Expression     (D) Segments Parameters

**29** 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

**30** 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.

**31** You can move an object to an accurate distance from its current location using:
(A) Absolute/Offset mode   (B) Select Object Command
(C) Snap to grid lines     (D) See-through function

**32** Using the Zoom Region tool you can:
(A) View all the object of your scene
(B) Get a closer view of a certain part of your scene
(C) See through certain objects
(D) View the entire scene

**33** You can find the Layer Manager icon on the:
(A) Material Editor        (B) TrackView Toolbar
(C) Main Toolbar           (D) Command panel

**34** For the best result when using mental ray, it's recommended that you use:

(A) Photometric Lights     (B) Standard lights

(C) Omni     (D) Skylight

**35** Attenuation lets you determine:

(A) How the light decays

(B) A special Volume Light

(C) The amount of Glare

(D) Shadow map

**36** You are in a Perspective Viewport and you want to create a Camera. To do this you have to:

(A) Press C

(B) Press CTRL+C

(C) Left-click and press ALT

(D) Press CTRL+ Z

**37** When is the viewport and the Time Slider background outlined in Red?

(A) When Auto Key Mode is on

(B) When Auto Key Mode is off

(C) When Set Key Mode is On

(D) When Set Key Mode is Off

**38** You can animate a Camera:

(A) Only using a Camera Path

(B) Only animating the Camera Target

(C) Only animating the Camera Object

(D) None of the above

**39** FPS stands for:

(A) Frames Per Second

(B) Frequency Parameter Story

(C) Frame Parameter Shield

(D) Force Production Standard

**40** Select all of the followings that are a transform:

(A) Rotate                (B) Scale

(C) Move                 (D) Select

**41** 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

**42** Exposure Control is located on:

(A) Tools Menu          (B) Rendering Menu

(C) Edit Menu           (D) Animation Menu

**43** 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

**44** 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

**45** Select all correct statements about rendering directly to a movie format:

(A) If you need to fix a small segment you have to rerender 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.

**46** To determine the DPI and Paper Size you use the:

(A) Batch Render

(B) Print Size Assistant

(C) Panorama Exporter

(D) Gamma/LUT Setup

**47** 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)

**48** You should use Final Gather in conjunction with Photon Mapping:

(A) For interior scenes      (B) For exterior scenes

(C) Always               (D) Never

**49** HDR stands for:

(A) High Dynamic Range

(B) High Dynamic Render

(C) High Definition Resolution

(D) High Determination Revenge

**50** What is available in type of object section in array dialogue box?

(A) Copy                (B) Instance

(C) Reference            (D) none of them