Subject Code: BGMV632

Roll No:

B. VOC
(SEM-III) THEORY EXAMINATION 2021-22
BASICS OF 3D MODELLING

Time: 3 Hours   *Total Marks: 50*

Note: 1. Attempt all Sections. If require any missing data; then choose suitably.

SECTION A

1.   Attempt *all* questions in brief.   1 x 5 = 5

a.	What is Floating and docking?
b.	What are the tabs in control panel
c.	What do you mean by File navigation?
d.	What are modifier gizmos?
e.	What is inorganic modelling?

SECTION B

2.   Attempt any *three* of the following: 5 x 3 = 15

a.	What 3DS max? Write its used, Applications and Limitation.
b.	How you understand the spline tools? Also Give the Introduction of polytools?
c.	What are connections? Give the all the explanation about Hierarchy, Group, and Link.
d.	Write a short note on modelling objects (1) Extrude (2) Loft
e.	Explain the importance of Explode Button? What is the use of Dummy objects?

SECTION C

3.   Attempt any *one* part of the following: 6 x 1 = 6

(a)	How you Understand the concept of four view ports? Explain with the help of neat figure and example.
(b)	What do you understand by drag and drop feature? Give the Introduction of workspaces?

4.   Attempt any *one* part of the following: 6 x 1 = 6

(a)	What is workspace? How it can be recognized? Give the explanation in terms of extruding and welding?
(b)	What do mean by Standard and extended primitives? Give the method to create complex objects.

5.   Attempt any *one* part of the following: 6 x 1 = 6

(a)	What is the purpose of modifier stack in navigation? How the file navigation done?
(b)	What do you mean by 3d elevators? What Familiarity with Modifiers are need to done in 3d elevators?

6.   Attempt any *one* part of the following: 6 x 1 = 6

(a)	Write a short note on 1) Trim/ Extend modifier. 2) Taper Modifier
(b)	Explain the different types of shaders are used in 3DS max.

7.   Attempt any *one* part of the following: 6 x 1 = 6

(a)	What is Advanced 3DS Max? write its application and limitations?
(b)	How we can create 3D objects from 2D spline shapes? Explain with the help of neat figure.