

3D Modeling Practice Test Questions and Answers

1. In Max, where do you see Nodes?

- A) Schematic View
- B) Track View
- C) Graph Editor
- D) Elure

2. What is a constraint in 3D rigging?

- A) A texture limit per material
- B) A rule that restricts or links an object's transforms to another object or target
- C) A polygon count limit on a mesh
- D) A render time limit setting

3. What is a keyframe in 3D animation?

- A) A frame where a new texture is applied
- B) A recorded value of a property at a specific point in time that the software interpolates between
- C) A frame that marks a scene cut
- D) A frame rendered in higher resolution

4. Which map produces a depth illusion?

- A) Bump
- B) Displacement
- C) Diffuse
- D) Opacity

Answers: 1-A 2-B 3-B 4-A

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