



3D modelling Assessment questions

PLACEMENTDOST

Note:

Please be advised that these assessment inquiries are designed to accommodate interns with diverse skill levels, ranging from novices to seasoned analysts. Should you encounter any challenging questions, you are encouraged to seek solutions independently or reach out to us for assistance at intern@Placementdost.com

Best wishes for success in completing the assessment!

- 1. Modeling Task:** Create a low-poly character model of a fantasy creature like a dragon or a unicorn. Ensure proper topology and edge flow for animation purposes.
- 2. Texturing:** Texture a 3D model of a sci-fi spaceship using procedural textures and UV mapping techniques. Experiment with different materials for the ship's hull, engines, and cockpit.
- 3. Rigging:** Rig a bipedal character model with a humanoid skeleton for animation. Set up IK (Inverse Kinematics) controls for the arms and legs to enable natural movement.
- 4. Animation:** Animate a simple walk cycle for a character model. Focus on creating smooth and believable motion, adjusting keyframes for the character's body movements and leg placement.
- 5. Lighting and Rendering:** Set up a scene with multiple light sources and realistic materials to create a visually appealing render of a futuristic cityscape. Experiment with different lighting setups and rendering settings to achieve the desired atmosphere.
- 6. Particle Simulation:** Create a particle simulation of a fire or explosion effect using Blender's particle system. Adjust parameters such as emission rate, velocity, and turbulence to control the behavior and appearance of the particles.

Projects:

Tabletop Scene: Create a tabletop scene featuring a table with various objects placed on it. Model different types of tables (e.g., dining table, coffee table, study desk) along with accompanying objects like books, cups, vases, or laptops. Pay attention to composition and scale to create a visually appealing scene.

Vehicle Modeling: Model a vehicle of your choice, such as a car, motorcycle, or bicycle. Focus on capturing the vehicle's shape, proportions, and details like wheels, headlights, and mirrors. Experiment with different modeling techniques to achieve accurate representation.