<question>Special sets of commands that allow you to transform objects in different ways:

<variant>Layers

<variant>Textures

<variant>Modifiers

<variant>Tools

<variant>Quadrupole Menu

<question>The correct statement in relation to the modifier stack is:

<variant>stack is read from bottom to top

<variant>the stack is not preserved

<variant>the concept of a modifier stack does not exist in 3ds Max

<variant>the stack is read in any order

<variant>read the stack from top to bottom

<question>Modifier that allows you to twist an object of any shape:

<variant>Skew

<variant>Twist

<variant>Stretch

<variant>Squeeze

<variant>Taper

<question>A modifier that allows you to tilt objects in different directions:

<variant>Skew

<variant>Stretch

<variant>Squeeze

<variant>Taper

<variant>Twist

<question>A modifier that allows not only to sharpen the shape of any model, but, conversely, to blunt it:

<variant>Taper

<variant>Skew

<variant>Stretch

<variant>Squeeze

<variant>Twist

<question>A modifier that allows both stretching and flattening the shapes of objects**:**

<variant>Stretch

<variant>Skew

<variant>Squeeze

<variant>Taper

<variant>Twist

<question>A modifier that allows you to compress an object from different sides:

<variant>Squeeze

<variant>Skew

<variant>Stretch

<variant>Taper

<variant>Twist

<question>A modifier that allows you to smoothly round the shape of any object:

<variant>Spherify

<variant>Skew

<variant>Stretch

<variant>Squeeze

<variant>Taper

<question>Not a single modifier, but a group of modifiers:

<variant>FFD

<variant>Stretch

<variant>Squeeze

<variant>Taper

<variant>Twist

<question>The modifier allows you to get a model, the shape of which directly depends on the shape of the segmentation mesh of the original object**:**

<variant>Lattice

<variant>FFD

<variant>Stretch

<variant>Squeeze

<variant>Taper

<question>The modifier allows you to create the effect of expanding the object from the inside or, conversely, squeezing over the entire surface area

<variant>Push

<variant>FFD

<variant>Stretch

<variant>Squeeze

<variant>Taper

<question>The modifier allows you to make the surface of the model loose, inhomogeneous, and also makes it possible to add folds on a flat surface:

<variant>Noise

<variant>Stretch

<variant>Squeeze

<variant>Taper

<variant>Push

<question>The modifier allows you to "cut" the shape of any object, get its cut:

<variant>Slice

<variant>Stretch

<variant>Squeeze

<variant>Taper

<variant>Push

<question>The modifier allows you to set the wall thickness of any model:

<variant>Shell

<variant>Slice

<variant>Squeeze

<variant>Taper

<variant>Push

<question>Extrude modifier:

<variant>Extrudes a flat shape along a straight line

<variant>Extrudes a flat shape along a curve

<variant>Rotates the spline about an axis passing through the anchor point

<variant>Allows you to create an edge on a surface obtained by extruding splines

<variant>Allows you to make "slices" using a spline profile

<question>The extrusion depth is set by the parameter:

<variant>Amount

<variant>Segments

<variant>Capping

<variant>Output

<variant>Size

<question>The term Opasity means:

<variant>Texture

<variant>Color

<variant>Map

<variant>Shine

---<variant>Not transparency

<question>The modifier allows you to automatically close all openings on the surface of the model:

<variant>Cap Holes

<variant>Slice

<variant>Shell

<variant>Taper

<variant>Push

<question>The modifier creates wave-like distortions on the surface of the model:

<variant>Shell

<variant>Cap Holes

<variant>Wave

<variant>Taper

<variant>Push

<question>There are two groups of splines:

<variant>Simple Splines, Double Splines

<variant>Splines, Extended Splines

<variant>Double Splines, Objectés

<variant>Double Splines, Extended Splines

<variant>Objects, Double Splines

<question>Spline. It is created arbitrarily and allows you to draw lines of any shape:

<variant>Circle

<variant>Line

<variant>Arc

<variant>Ngon

<variant>Text

<question>Spline. A line in the shape of a circle, created in one step:

<variant>Line

<variant>Arc

<variant>Circle

<variant>Ngon

<variant>Text

<question>Spline. Creates a curved line (first a segment is created, then it is curved)

<variant>Arc

<variant>Circle

<variant>Line

<variant>Ngon

<variant>Text

<question>Spline. Creates a line in the shape of a polygon:

<variant>Circle

<variant>Line

<variant>Ngon

<variant>Arc

<variant>Text

<question>Spline. Creates a line in the form of any text:

<variant>Circle

<variant>Line

<variant>Text

<variant>Arc

<variant>Ngon

<question>A tool to create a spline whose shape resembles a vertical axial section of an egg:

<variant>Egg

<variant>Circle

<variant>Line

<variant>Arc

<variant>Ngon

<question>A tool for creating a spline based on a section of any geometric object:

<variant>Section

<variant>Circle

<variant>Arc

<variant>Ngon

<variant>Text

<question>Spline. Creates a line in the shape of a rectangle

<variant>Rectangle

<variant>Circle

<variant>Section

<variant>Ngon

<variant>Text

<question>Tool for creating oval lines of any size

<variant>Ellipse

<variant>Section

<variant>Rectangle

<variant>Ngon

<variant>Text

<question>Spline. It is a double circle, drawn in two steps:

<variant>Donut

<variant>Ellipse

<variant>Section

<variant>Rectangle

<variant>Text

<question>The spline is the shape of a star:

<variant>Star

<variant>Ellipse

<variant>Section

<variant>Donut

<variant>Text

<question>A spline is a spiral shape along a line:

<variant>Helix

<variant>Ellipse

<variant>Star

<variant>Donut

<variant>Line

<question>This spline is a double rectangle that can be used as a section when creating the walls of a rectangular room:

<variant>WRectangle

<variant>Ellipse

<variant>Helix

<variant>Star

<variant>Donut

<question>The tool allows you to create an angled spline that is completely closed:

<variant>Angle

<variant>Ellipse

<variant>Helix

<variant>Star

<variant>Donut

<question>This tool allows you to create a spline in the shape of the letter "H":

<variant>Wide flange

<variant>Ellipse

<variant>Helix

<variant>Star

<variant>Donut

<question>"C" shaped spline tool:

<variant>Channel

<variant>Ellipse

<variant>Helix

<variant>Wide flange

<variant>Text

<question>Tool for creating a closed spline in the shape of the letter "T":

<variant>Tee

<variant>Helix

<variant>Tree

<variant>Donut

<variant>Text

<question>Turns on the display of the spline when rendering tab:

<variant>Rendering

<variant>Modifiers

<variant>Interpolation

<variant>Spline

<variant>Parameters

<question>The parameters responsible for the visibility of the spline on the visualization are contained in the rollout:

<variant>Rendering

<variant>Modifiers

<variant>Interpolation

<variant>Spline

<variant>Geometry

<question>The rollout contains the parameters responsible for the smoothness of rounded lines:

<variant>Interpolation

<variant>Rendering

<variant>Modifiers

<variant>Spline

<variant>Geometry

<question>The parameters of this rollout depend on which spline is selected:

<variant>Parameters

<variant>Rendering

<variant>Modifiers

<variant>Interpolation

<variant>Spline

<question>Method smoothing lines:

<variant>Optimize

<variant>Select

<variant>Group

<variant>Explode

<variant>Delete

<question>Splines, the shape of which is known in advance and can only be adjusted at the parameter level:

<variant>procedural

<variant>simple

<variant>improved

<variant>extended

<variant>editable

<question>Splines whose shape can be changed manually by operating with spline subobjects:

<variant>editable

<variant>simple

<variant>procedural

<variant>improved

<variant>extended

<question>All splines are procedural except for

<variant>Helix

<variant>Star

<variant>Line

<variant>Donut

<variant>Egg

<question>The spline subobject structure includes the following elements:

<variant>Extended Vertex, Angle

<variant>Segment, Spline, Node

<variant>Extended Spline, Angle

---<variant>Vertex, Segment, Spline

<variant>Spline, Element, Angle

<question>Represents the nodal point formed at the break points of the line

<variant>Vertex

<variant>Extended Vertex

<variant>Segment

<variant>Extended Spline

<variant>Spline

<question>The general shape of the spline depends on the positions

<variant>Vertex

<variant>Extended Vertex

<variant>Segment

<variant>Extended Spline

<variant>Spline

<question>Modifier for twisting objects

<variant>Twist

<variant>Fillet/Chamfer

<variant>Trim/ Extend

<variant>Bend

<variant>Bevel

<question>Represents a line segment between vertices

<variant>Segment

<variant>Extended Vertex

<variant>Vertex

<variant>Extended Spline

<variant>Spline

<question>This subobject in most cases coincides with the shape of the entire line

<variant>Spline

<variant>Extended Vertex

<variant>Vertex

<variant>Segment

<variant>Extended Spline

<question>The shape of a segment is usually determined by:

<variant>vertex type

<variant>the number of vertices

<variant>segment type

<variant>number of segments

<variant>spline shape

<question>Purpose of the 3ds Max program:

<variant>engineering design, design, architecture

<variant>creation and processing of photomontage, collages

<variant>creation of information databases

<variant>information systems modeling

<variant>use in the field of artificial intelligence

<question>The modifier allows you to create circles on the surface of the water in the fountain

<variant>Ripple

<variant>Push

<variant>**UDeflector**

<variant>**Gravity**

<variant>WaveRipple

<question>One of the requirements for using the Extrude modifier:

<variant>the spline must be closed

<variant>**applies to procedural splines**

<variant>**the spline must be open**

<variant>the spline must intersect itself

<variant>**applies to non-editable splines**

<question>Types of spline vertices:

<variant>Extended Vertex, Angle

<variant>Extended Spline, Angle

<variant>Bezier, Vertex, Corner

<variant>Spline, Element, Angle

<variant>Smooth, Spline

<question>Main three-dimensional primitives in 3dmax:

<variant>Cube, Cylinder

<variant>Smoothed Cube, Shaft

<variant>Torus Knot, Capsule

<variant>Flattened Cube, Cube

<variant>Star polyhedron

<question>The line, when passing through this vertex, breaks, forming a clear angle:

<variant>Corner

<variant>Bezier

<variant>Vertex

<variant>Smooth

<variant>Spline

<question>A feature of this type of vertices is that you cannot manually adjust the smoothing coefficient

<variant>Smooth

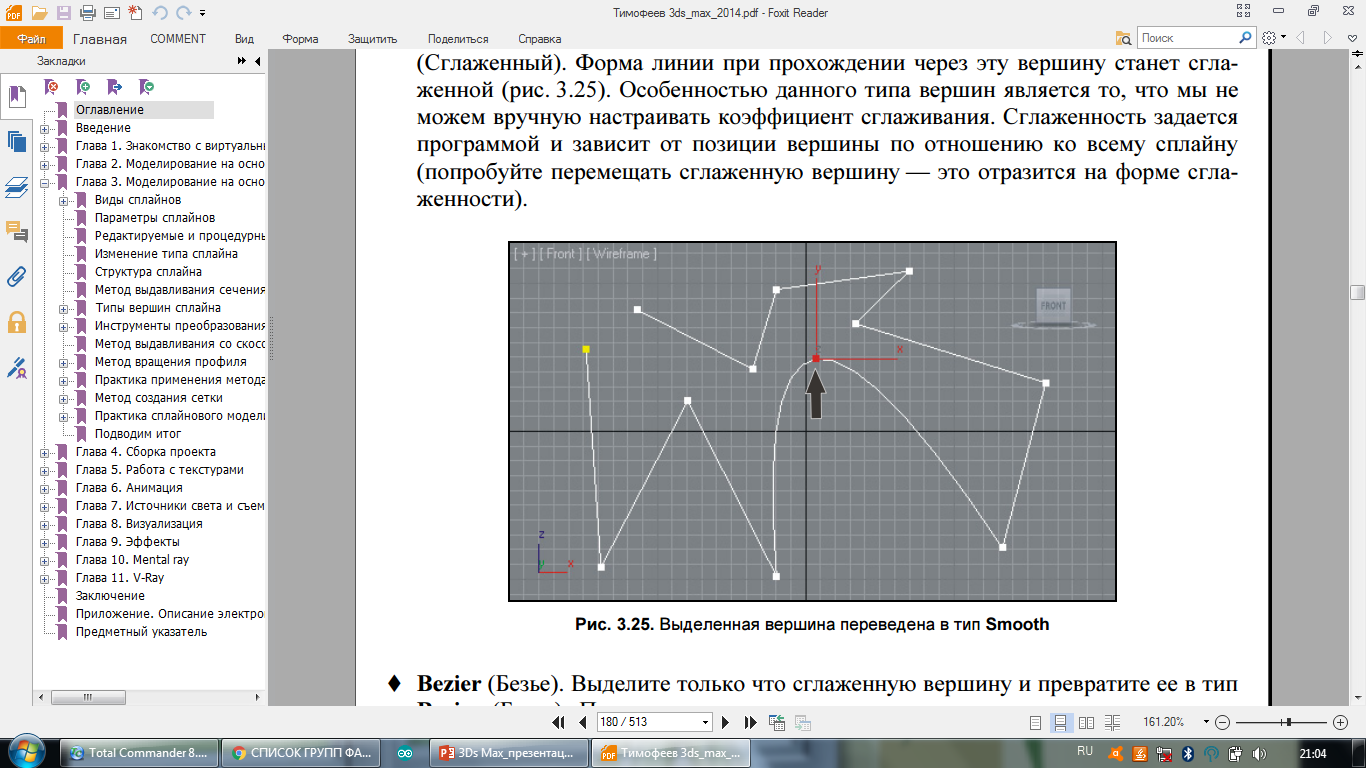
<variant>Bezier

<variant>Vertex

<variant>Corner

<variant>Spline

<question>Active vertex type red



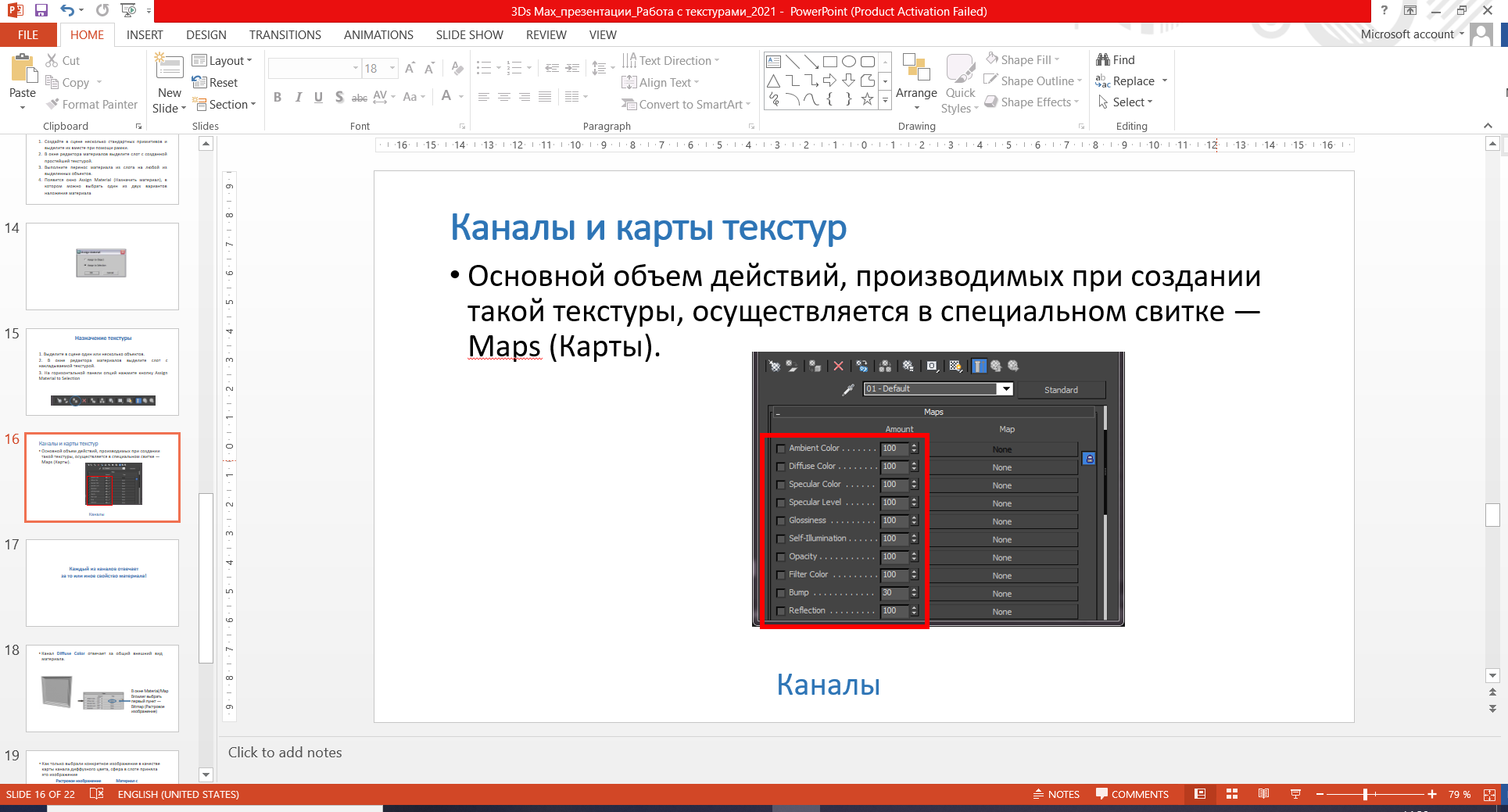
<variant>Bezier

<variant>Vertex

<variant>Smooth

<variant>Corner

<variant>Spline

<question>

Highlighted in red in the figure:

<variant>channels

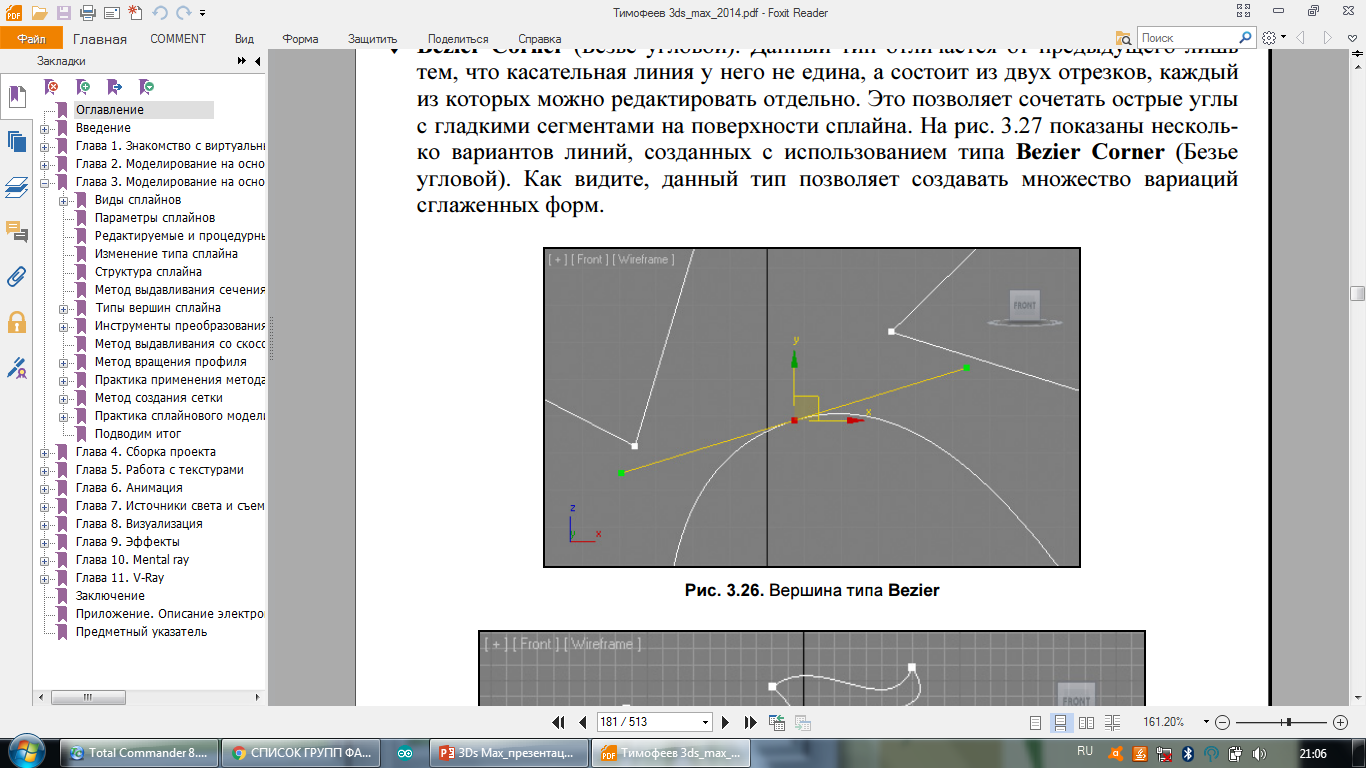
<variant>[curvature](http://table3d.narod.ru/Glos.html#%D0%BC%D0%B5%D1%82%D0%BA%D0%B09)

<variant>structures

<variant>textures

<variant>maps

<question>Active vertex type red



<variant>Vertex

<variant>Corner

<variant>Smooth

<variant>Spline

---<variant>Bezier

<question>Quantity types Boolean operations available \_ in 3D Max

<variant>four

<variant>five

<variant>three

<variant>six

<variant>two

<question>Command bar **tabs allow you to edit objects:**

<variant>**Create**, **Modify**

<variant>**Lights**, **Cameras**

<variant>**Geometry**, **Shapes**

<variant>**Helpers**, **Systems**

**<variant>ViewCube**

**<question>**The main parameters of the plane:

<variant>Length, Width,

<variant>Width, Height

<variant>Width, Depth

<variant>Radius, Height

<variant>Segments, Smooth

<question>The main parameters of the cylinder:

<variant>Radius, Height, Segments, Sides

<variant>Width, Depth

<variant>Width, Height

<variant>Radius, Height

<variant>Segments, Smooth

<question>The process of creating an image sequence:

<variant>Animation

<variant>Frame

<variant>Modification

<variant>Deformation

<variant>Key

<question>Separately set frames in which there is some change in the projection window:

<variant>key

<variant>main

<variant>by-products

<variant>animation

<variant>modification

<question>A counter that sets the duration of the animation's active time:

<variant>length

<variant>start time

<variant>end time

<variant>current time

<variant>rescale time

<question>A counter that allows you to set the current animation time:

<variant>current time

<variant>re-scale time

<variant>start time

<variant>end time

<variant>length

<question>This type of vertices allows you to combine sharp corners with smooth segments on the surface of the spline:

<variant>Bezier Corner

<variant>Bezier

<variant>Vertex

<variant>Corner

<variant>Smooth

<question>This type of vertex allows you to create many variations of smoothed shapes:

<variant>Bezier Corner

<variant>Bezier

<variant>Vertex

<variant>Corner

<variant>Smooth

<question>Allows you to add vertices to an already created spline tool:

<variant>Refine

<variant>Fillet

<variant>Chamfer

<variant>Weld

<variant>Attach

<question>Modeling means:

<variant>the process of replacing a real object (process, phenomenon) with a model that reflects its essential features in terms of achieving a specific goal

<variant>the process of demonstrating clothes in a fashion salon

<variant>the process of informally setting a specific problem

<variant>the process of replacing a real object (process, phenomenon) with another material or ideal object

<variant>the process of identifying the essential features of the object under consideration.

<question>Model means:

<variant>a material or abstract substitute for an object, reflecting its essential characteristics

<variant>a fantastic image of reality

<variant>a material or abstract substitute for an object, reflecting its spatio-temporal characteristics

<variant>description of the object under study by means of fine arts

<variant>information about non-essential properties of the object.

<question>Allows you to automatically round the shape of the spline in the region of a certain vertex of the tool:

<variant>Fillet

<variant>Refine

<variant>Chamfer

<variant>Weld

<variant>Attach

<question>When studying the object of reality, you can create:

<variant>several different types of models, each of which reflects certain essential features of the object

<variant>one single model

<variant>one model reflecting the totality of the features of the object

<variant>an exact copy of the object in all manifestations of its properties and behavior

<variant>the question doesn't make sense.

<question>Noise effect is created:

<variant>Noice

<variant>Combustion

<variant>Camera map per pixel

<variant>Cellular

<variant>Dent

<question>Allows you to automatically bevel the spline shape in the region of a certain tool vertex:

<variant>Chamfer

<variant>Refine

<variant>Fillet

<variant>Weld

<variant>attach

<question>Allows you to combine two or more vertices into one tool:

<variant>Weld

<variant>Refine

<variant>Fillet

<variant>Chamfer

<variant>Attach

<question>Allows you to attach to the shape of one spline the shape of another spline tool:

<variant>Attach

<variant>Refine

<variant>Fillet

<variant>Chamfer

<variant>Weld

<question>Allows you to create a border for an existing line, thus closing the shape of the spline tool:

<variant>Outline

<variant>Fillet

<variant>Chamfer

<variant>Weld

<variant>Attach

<question>This modifier twists the line around the axis:

<variant>Lathe

<variant>Noise

<variant>Loft

<variant>Extrude

<variant>Splat

<question>Method to extrude a section along a specific path:

<variant>Loft

<variant>Noise

<variant>Lathe

<variant>Extrude

<variant>Splat

<question>At the primitive BOXthere are the following options:

<variant>Length, Width, Height

<variant>Radius, Chop

<variant>Squash, Slice To

<variant>Sides

<variant>Smooth

<question>A set of information about the appearance of an object:

<variant>Texture

<variant>Simulation

<variant>Channel

<variant>Bitmap

<variant>Visualization

<question>Work on textures in 3ds Max takes place in:

<variant>Material Editor

<variant>Editor texture editor

<variant>Material tab

<variant>Blinn Basic Parameters rollout

<variant>Assign Material option

<question>They are cells containing specific textures:

<variant>slots

<variant>drop down menus

<variant>option panel

<variant>scrolls

<variant>simple textures

<question>Contains options that affect textures and the Material Editor window itself:

<variant>option panel

<variant>scrolls

<variant>drop down menus

<variant>slots

<variant>simple textures

<question>They contain the most complete list of tools and tools for working with textures:

<variant>drop down menus

<variant>option panel

<variant>slots

<variant>scrolls

<variant>simple textures

<question>Contains parameters that allow you to create and edit textures:

<variant>scrolls

<variant>drop down menus

<variant>option panel

<variant>slots

<variant>simple textures

<question>A channel that allows you to selectively adjust the gloss value (highlight dimensions) on the surface of the model

<variant>Glossiness

<variant>Diffuse Color

<variant>Opacity

<variant>Bump

<variant>Specular Level

<question>Textures that are created only by changing parameters, but without the use of maps:

<variant>simple

<variant>parametric

<variant>bit

<variant>graphic

<variant>vector

<question>The creation of the simplest texture is done by using the parameters of the scroll:

<variant>Blinn Basic Parameters

<variant>Shader Basic Parameters

<variant>Maps

<variant>Extended Parameters

<variant>Super Sampling

<question>A channel that allows you to set different values for the brightness of the highlight of the material in its individual areas

<variant>Specular Level

<variant>Diffuse Color

<variant>Opacity

<variant>Bump

<variant>Glossiness

<question>Changing the color of the texture is achieved through the use of parameters:

<variant>Ambient, Diffuse, Specular

<variant>Specular Level, Glossiness

<variant>Blinn Basic Parameters

<variant>Shader Basic Parameters

<variant>Soften, Super Sampling

<question>The channel responsible for the material relief effect:

<variant>Bump

<variant>Diffuse Color

<variant>Opacity

<variant>Specular Level

<variant>Glossiness

<question>Channel responsible for the overall appearance of the material

<variant>Diffuse Color

<variant>Opacity

<variant>Bump

<variant>Specular Level

<variant>Glossiness

<question>The channel responsible for the opacity of the material in arbitrary places

<variant>Opacity

<variant>Diffuse Color

<variant>Bump

<variant>Specular Level

<variant>Glossiness

<question>The extension of files created in 3ds Max.

<variant>.max

<variant>.doc

<variant> .psd

<variant>.exe

<variant>.bmp