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BACHELOR OF FINE ARTS (B. F.A.) – GAME DESIGN
EXAMINATION: JANUARY - 2022
FIFTH SEMESTER
Sub.: Game Engines Theory (Theory) (221505)

Date: 19/01/2022	Total Marks: 20	Time: 2.00 pm to 3.30 pm

Instructions: All questions are compulsory.

Q. 1. **Multiple choice questions** **(10)**

1. Unity is
   a) Game engine
   b) Pro-Builder
   c) Audio Engine
   d) Photo Editing tool

2. Scene in Game Engine is included in _____ Folder
   a) Build
   b) Assent
   c) Settings
   d) LoDs

3. Transforming a component means
   a) Position
   b) Rotate
   c) Scale
   d) All of the above

4. A Non-rigid Objects in Unity are
   a) Deformable
   b) Breakable
   c) both
   d) None

5. Prefab in Unity means
   a) Prefabricated objects
   b) Postfabricated objects
   c) Primefabricated objects
   d) None of the above

6. Any object that can be placed into a level. They are a generic Class that support 3D transformations such as translation, rotation, and scale. They can be created (spawned) and destroyed through gameplay code
   a) Actor
   b) Character
   c) AI controller
   d) breakable item

7. Defines the behaviors and properties of a particular Actor or Object used in the creation of an Unreal Engine game.
   a) game modes
   b) Classes
   c) State Diagram
   d) Component

8. _____ a user defined area of gameplay. They are created, viewed, and modified mainly by placing, transforming, and editing the properties of the Actors it contains.
   a) Levels
   b) Objects
   c) Boundary
   d) Pawns

9. What are some things you should consider when choosing a game engine?
   a) Does the engine support my programming language?
   b) Does the engine support my chosen platform?
   c) How much does the engine cost?
   d) All of these are true.

10. What is the Asset Store?
    a) A place where you can purchase the software.
    b) A program that allows you to draw your own game graphics.
    c) A convenient place to browse available images, sounds, videos and more that you can purchase to use in your games
    d) A place where you can buy Unity games.

Q. 2. **Write short notes on. (Any two)** **(10)**

1. Terrain tool in Unreal Engine. Explain its uses and best practices
2. Blueprint editor. Explain what is the purpose of blueprint editor and how useful it is
3. Create a Blueprint for toggle Switch

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