

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS**

Term-End Theory

December, 2013

BNMI-006 : 3D BASICS-II

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

The following section is objective questions. Please tick the right answers. Each question carries 1 mark.

1. Which of the below menu will allow you to see the trajectories of Animated Biped parts in character studio ?
 - (a) Key framing tool
 - (b) Twist pose
 - (c) Key info trajectories

2. Which of the following is not a fin in bone ?
 - (a) Top
 - (b) Front
 - (c) Side

3. In 3ds Max, Dope sheet editor is used for _____.
 - (a) Moving key frames to adjust timing for animation
 - (b) Rendering the animation
 - (c) Change spacing between adjacent keys

4. To set the structure simultaneous on the both sides of the biped, which option is to be used :
 - (a) Select Opposite
 - (b) Select Symmetrical
 - (c) None of the above
5. Which of the following is not a Curve Tangent ?
 - (a) Ping Pong
 - (b) Ease Out
 - (c) Step
6. Which modifier is used to bind the mesh with bones ?
 - (a) Stretch
 - (b) Slice
 - (c) Skin
7. Scale keys are always seen in _____ colour in the time line.
 - (a) Red
 - (b) Blue
 - (c) Green
8. By default bones are renderable :
 - (a) True
 - (b) False
9. The Motion Mixer works by placing motion files on :
 - (a) Tracks
 - (b) Layers
 - (c) None of the above
10. Which of the following is not a Parameter Out of Range Curve ?
 - (a) Loop
 - (b) Linear
 - (c) Easy Out
11. Which of the below options will allow a Biped to walk in one place ?
 - (a) Buffer mode
 - (b) Rubber bend mode
 - (c) In place mode

12. If an object needs to follow the Rotation of another object which constraint is to be used ?
 - (a) Position constraint
 - (b) Orientation constraint
 - (c) Look at constraint
13. Which of the below mentioned IK solvers uses a line to control the bones ?
 - (a) Spine IK solver.
 - (b) HD (History-Dependent) Solver
 - (c) IK Limb Solver
14. To animate an object along the path with path constraint which option is to be used ?
 - (a) Weight
 - (b) Bank amount
 - (c) % Along path
15. The principle of animation used before the start of any action in animation is called :
 - (a) Follow through
 - (b) Overlapping action
 - (c) Anticipation

Answer the below questions in brief (min 5 lines) each question carries 5 marks.

1. Write a brief on Timing (animation principle) with example ?
2. While working with Curve editor Out of Range keys, explain any two of the following ?
 - (a) Relative Repeat
 - (b) Ping Pong
 - (c) Loop
3. Explain the difference between IK and FK in rigging.