

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

Term-End Theory

December, 2013

BNMI-009 : FX

Time : 1½hours

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 following is a volume shape options available in different fields ?
 - (a) Cube
 - (b) Plane
 - (c) Prism

2. Which of the following lifespan mode of particles allows particles to stay alive for a given timespan?
 - (a) Random Range
 - (b) Live Forever
 - (c) Constant

3. Which of the following field pulls objects towards itself ?
 - (a) Spiral
 - (b) Drag
 - (c) Newton

4. You can use more than one goal object to affect a particle object.
 - (a) True
 - (b) False

5. Which of the following fluid property makes fluid density lighter/heavier than atmosphere ?
 - (a) Buoyancy
 - (b) Density Scale
 - (c) Pressure

6. Passive Rigid Body can be affected by external fields.
 - (a) True
 - (b) False

7. Which of the following is an nConstraint available in Maya nCloth ?
 - (a) Weld adjacent borders
 - (b) Slide on curve
 - (c) Component to field

8. _____ gives extra control over soft body particle deformation.
 - (a) Goal
 - (b) Springs
 - (c) Hinge

9. Which of the following is not a solver type in fluids ?
 - (a) Navier - Stokes
 - (b) Spring Mesh
 - (c) Runge-Kutta

10. Which of the following nCloth constraint can be used to push nCloth components away from the centre of constraint in a radial field ?
 - (a) Transform Constraint
 - (b) Slide on surface constraint
 - (c) Force Field

11. These are the output curves generated by the hair system. This is how the hair behaves when you play the simulation.
 - (a) Current position curves
 - (b) Rest position curves
 - (c) Start position curves

12. Which of the following Dynamics Effects is not available in Maya ?
 - (a) Tangent Flow
 - (b) Surface Flow
 - (c) Curve Flow

13. To create ripples in ocean or pond, which of the following feature can be used ?
 - (a) Add dynamic Buoy
 - (b) Create Wake
 - (c) Add boat locator

14. Which of the following attribute cannot be painted with 'Paint Fur Attribute' tool ?
 - (a) Inclination
 - (b) Roll
 - (c) Noise Amplitude

15. 'Volume Axis' field lets you _____ .
 - (a) Move objects in a various directions in a volume
 - (b) To create a barrier to the objects in a specified volume shape
 - (c) To emit the particles in a volume

Answer the following questions in brief each question carries 5 marks.

- (1) Explain Active Rigid body and Passive Rigid body in brief. Name any two constraints used in rigid bodies.

- (2) Explain the concept of 'Particle Collision Event' available in Maya software, with one example of use of them to create the real world effects.
- (3) Explain following fields in brief (**any 3**).
- (a) Air
 - (b) Newton
 - (c) Vortex
 - (d) Uniform
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