

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

**Term-End Theory**

**December, 2013**

**BNMI-013 : MATCH MOVING**

*Time : 1½ hours*

*Maximum Marks : 30*

*Note : Attempt all questions.*

---

---

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

1. To link objects, so that one object's attributes can drive or dictate the attributes of another object, we can use :
  - (a) Set Key
  - (b) Set Driven Key
  - (c) Set Transform Keys
  
2. 'FPS' stands for :
  - (a) Frames Per Second
  - (b) Film Per Second
  - (c) Faces Per Set
  
3. To adjust the weight of joints on vertices, following methods can be useful :
  - (a) Through Component Editor
  - (b) Paint Skin Weight Tool
  - (c) Both

4. What is the file extension used for animation export ?
  - (a) .Anim
  - (b) .Bip
  - (c) .Fbx
5. While Creating Blend shape deformer, different topologies for source and target shapes are allowed ?
  - (a) True
  - (b) False
6. Size of joints affect the weight influence on a mesh :
  - (a) True
  - (b) False
7. In graph Editor, Linear Tangents gives :
  - (a) Straight In, Straight Out motion
  - (b) Ease In, Ease Out motion
  - (c) Straight In, Ease Out motion
8. When an animation data from the joints of one skeleton to the joints of another skeleton is transferred, that is called as :
  - (a) Transferring Animation
  - (b) Retargeting Animation
  - (c) Copy Animation
9. If we use orient and point constraint together then will it work same as Parent constraint ?
  - (a) Yes
  - (b) No
10. The IK handle's end effectors can only be viewed from the Hyper graph.
  - (a) True
  - (b) False
11. The tangents that describe the shape of the curve segment leaving a key is known as :
  - (a) In Tangent
  - (b) Out Tangent
  - (c) Weighted Tangent

12. Character sets are required to create clips in Trax Editor.
  - (a) True
  - (b) False
  
13. A manipulator that lets you change the orientation of the IK chain is known as :
  - (a) Orient Constraint
  - (b) Rotate Tool
  - (c) Pole Vector
  
14. What could be the uses of Animation Clip ?
  - (a) Move a clip to a different playback time.
  - (b) Hold a clip to freeze its animation at a specific pose for a specified number of frames.
  - (c) Both of above.
  
15. Which one of the following is not a principle of an animation ?
  - (a) Staging
  - (b) Bouncing Ball
  - (c) Appeal

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

1. Explain following deformers.
  - (a) Jiggle
  - (b) Cluster
  - (c) Wire
  - (d) Blend Shapes
  - (e) Wrap
  
2. Explain the character set and its uses.
  
3. Differentiate between IK and FK.