

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

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Term-End Theory

December, 2012

BNMI-006 : 3D BASICS-II

Time : 1½ hours

Maximum Marks : 30

(Weightage 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. Motion flow in Biped is used to :
 - (a) Work with multiple BIP files
 - (b) Convert footstep into key frames
 - (c) Change the speed of Biped animation

3. In 3ds Max, Dope sheet editor is used for :
 - (a) Moving key frames to adjust timing for animation
 - (b) Rendering the animation
 - (c) Editing the animation curve

4. In HI solver the IK solution takes place in a plane, known as the *solver plane*, the angle of the solver plane in world space is controlled by a parameter called _____
- (a) IK/FK snap
 - (b) Swivel Angle
 - (c) Manipulate
5. The Rotation of an object can be controlled by Scale of another object with the help of Wire Parameters.
- (a) True
 - (b) False
6. Which of the below option is used for reducing the keys in work bench ?
- (a) Pose smoothing
 - (b) Key reducer
 - (c) Pry boosting
7. Which primary colour model is used in animation ?
- (a) Subtractive
 - (b) Additive
 - (c) Both (a) and (b)
 - (d) None of these
8. Scale keys are always seen in _____ colour in the time line
- (a) Red
 - (b) Blue
 - (c) Green

9. HI IK solver can be applied to geometry objects (non bone objects)
(a) True (b) False
10. To restrict 3d object's to follow the position of an object or the weighted average position of several objects the constrain used is _____.
(a) Path constrain
(b) Position
(c) Look at constrain
11. Skin weights assigned to vertices can be animated
(a) True
(b) False
12. 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
13. If an object needs to follow the Rotation of another object which constrain is to be used ?
(a) Position constrain
(b) Orientation constrain
(c) Look at constrain

14. Which of the below mentioned IK solvers uses a line to control the bones ?
- (a) Spline IK solver
 - (b) HD (History - Dependent) Solver
 - (c) IK Limb Solver
15. In Curve Editor menu to lock selection the shortcut key is :
- (a) Ctrl+H
 - (b) Spacebar
 - (c) Alt+V

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

1. Write a brief on Anticipation (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 concept of Motion Mixer in Character Studio.
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