BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory   00203
December, 2012

BNMI-009 : FX

Time : 1½hours   *Maximum Marks : 30*

Note : Attempt all questions.

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

1. Which of the following is a render type of Hardware Particle available in Maya ?
    (a) Streak
    (b) Cloud
    (c) Blobby

2. Which of the following is not the Basic Emission Speed Attributes of emitter options available in Maya ?
    (a) Speed random
    (b) Tangent speed
    (c) Abnormal speed

3. Which of the following common attribute are available in all the Fields and sets how much the strength of the field decreases over the distance ?
   (a) Magnitude
   (b) Max distance
   (c) Attenuation

4 Which of the following particle type lets you display a texture image or image sequence at each particle ?
   (a) Streak   (b) Sprite   (c) Point

5. From the below mentioned attributes, which one allows the user to assign the desired material to the particle object ?
   (a) RgbPP
   (b) Shader
   (c) Color accum

6. Which of the following option make a particle or nParticles object move towards one or more source objects ?
   (a) Goals   (b) Connect   (c) Push

7. From the below fields state the one which breaks the force on an animated object ?
   (a) Air
   (b) Drag
   (c) Turbulence

8. From the following which of the geometry type cannot be converted into Rigid body object ?
   (a) Polygons
   (b) Curve
   (c) Nurbs Surface

9. Which of the following is the position of the hair at the initial/first frame of the simulation ?
   (a) Current position curves
   (b) Rest Position curves
   (c) Start Position curves

10. From the following options which is not a type of hair constraint available in Maya ?
    (a) Rubber Band
    (b) Stick
    (c) Pin

11. Which of the following surfaces can be converted into soft bodies ?
    (a) Subdivision surfaces
    (b) Lattices
    (c) Trimmed NURBS Surfaces

12. Which of the following nCloth constraint hold/ attach nCloth components to a target surface ?
    (a) Transform constraint
    (b) Point to surface constraint
    (c) Tearable surface constraint

13. Which of the following is not a Dynamics Effects available in MAYA ?

   (a)   Curve Flow

   (b)   Surface Flow

   (c)   Edge Flow

14. Which of the following available property you cannot paint on an nCloth object to create a texture map ?

   (a)   Strength   (b)   Weight   (c)   Height

15. Which of the following operations you can perform using the 'Paint Hair Follicles tool' ?

   (a)   Smooth hairs

   (b)   Trim hairs

   (c)   Bend hairs

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

1. Explain any two of the following nConstraint with one example each in reference to cloth simulation.

   (a)   Component to component

   (b)   Slide on surface

   (c)   Tearable surface

   (d)   Point to surface

2. Define *any two* of the following Fluid Effects available in Maya software with one example of use of them to create real world effects.
    (a) Ocean
    (b) Pond
    (c) 3D Container
    (d) 2D Container

3. Explain any two of the following Dynamic fields available in Maya, with an example of each one.
    (a) Vortex
    (b) Volume
    (c) Turbulence
    (d) Drag