BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

December, 2012

BNMI-011 : CHARACTER ANIMATION

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.   How many types of Shadows are available in Maya ?

(a)   3   (b)   8   (c)   2

2.   Which of the following lights have a Penumbra Angle and Drop off ?

(a)   Directionl Light

(b)   Spot Light

(c)   Point Light

3.   In Raytrace shadows maximum 3 Shadow rays can be used.

(a)   True   (b)   False

4. Point light does not support depth map shadows.
   (a) True   (b) False

5. Maya Hardware is not a Render Engine.
   (a) True   (b) False

6. Mental Ray Renderer supports _____ shadows.
   (a) Raytrace
   (b) Depth Map
   (c) Raytrace and Depth Map

7. Scaling Area lights does not affect light intensity.
   (a) True   (b) False

8. Attribute Spread Sheet is found in General Editors.
   (a) True   (b) False

9. _____ adjust the softness of the light.
   (a) Penumbra Angle
   (b) Cone Angle
   (c) Right Angle

10. _____ emits from a volume shape. These shapes are box, sphere, cylinder, and cone.
    (a) Volume Light
    (b) Ambient Spot
    (c) Point Spot

11. _____ Shadows does not support transparency.

    (a) Depth Map

    (b) Raytrace

    (c) Depth Map and Raytrace

12. Which Light does not have a Decay Rate ?

    (a) Directional Light

    (b) Spot Light

    (c) Point Light

13. Intensity of Fill light can be more than that of key light.

    (a) True   (b) False

14. Raytraced shadows support higher quality, more realistic soft shadows, when used with area lights.

    (a) True   (b) False

15. _____ shadows are shadows computed by tracing rays of light between light sources and illuminated objects.

    (a) Raytrace (b) Depth Map

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

1. How are Caustics generated in Maya ?

2. What is the difference between Raytrace shadows and Depth Map Shadows ?

3. Differences between Point Light, Directional Light and Spot Light.