

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

Term-End Theory Examination

December, 2014

00440

BNMI-006 : 3D BASICS – II

Time : $1\frac{1}{2}$ hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt *all* questions.

The following section has objective type questions. Please select the correct answer. Each question carries 1 mark.

1. To restrict 3D object's movement along a path, the option is _____ .
 - (a) Path Constraint
 - (b) Position Constraint
 - (c) Surface Constraint

2. Motion capture data can be applied to a biped in character studio.
 - (a) True
 - (b) False

3. We use _____ constraint to constrain the eyeballs of a character.
- (a) Eye constraint
 - (b) Look at constraint
 - (c) See constraint
4. _____ lets you link parameters from one object to another in the viewport, so that adjusting one parameter changes the other automatically.
- (a) Wire Parameter
 - (b) String Parameter
 - (c) None of the above
5. Which of the following is *not* a Curve Tangent ?
- (a) Ping Pong
 - (b) Ease Out
 - (c) Step
6. The Workbench is a curve editor customized for use with character studio.
- (a) True
 - (b) False
7. Scale keys are always seen in _____ colour in the timeline.
- (a) Red
 - (b) Blue
 - (c) Green

8. In 3ds Max, 3D objects can be treated as bones.
- (a) True
 - (b) False
9. In 3ds Max, by default the animation timeline is
- (a) PAL (25 fps)
 - (b) NTSC (29.97 fps)
 - (c) SECAM (25 fps)
10. Which of the following is *not* a Parameter Out of Range Curve ?
- (a) Loop
 - (b) Linear
 - (c) Easy Out
11. To animate an object along the path with path constraint, which option is to be used ?
- (a) Weight
 - (b) Bank Amount
 - (c) % along path
12. Motion Flow in Biped is mainly used to
- (a) work with multiple Bip files.
 - (b) convert footstep animation into key frames.
 - (c) reverse the speed of Biped animation.

13. The principle of animation used before the start of any action in animation is called _____ .
- (a) Anticipation
 - (b) Timing
 - (c) Overlapping action
14. While Footstep mode is active, you can change biped structure and fit that structure to a character mesh.
- (a) True
 - (b) False
15. The _____ principle is **not** an animation principle.
- (a) Skip through
 - (b) Overlapping action
 - (c) Anticipation

*Answer **all** the questions given below. Each question carries 5 marks.*

16. What is Reaction manager ? Explain with relevant example.
17. Explain any three principles of animation.
18. Write a brief note on Motion Mixer and its use in animation pipeline.
-