

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

Term-End Theory Examination

December, 2014

00350

BNMI-009 : FX

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

*Maximum Marks : 30
(Weightage 30%)*

*Note : Attempt **all** questions.*

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

1. Which of the following is **not** an Event type you can set using the Particle Collision Event Editor ?
 - (a) Cut
 - (b) Emit
 - (c) Split

2. Which of the following is **not** an option available in Air Field ?
 - (a) Wind
 - (b) Wake
 - (c) Blow

3. Which of the Geometry objects from the following can be converted into Rigid body object ?
 - (a) Curve
 - (b) Subdivision surface
 - (c) NURBS surface

4. The paint hair follicles tools are used to _____ .
 - (a) Trim Hairs
 - (b) Cut Hairs
 - (c) Bend Hairs

5. Which of the following nParticle constraints attach an nParticle object to another nParticle object ?
 - (a) Point to Point Constraint
 - (b) Component to Component Constraint
 - (c) Slide on Surface Constraint

6. Which of the following options adds additional turbulence or generates bubbling and ripples to an ocean fluid ?
 - (a) Wake
 - (b) Shake
 - (c) Blow

7. Which of the following Hair constraint types is available in Maya Hair system ?
 - (a) Fix
 - (b) Click
 - (c) Stick

8. Soft Body in Maya **cannot** be applied to _____ .
- (a) Lattices
 - (b) IK Skeletons
 - (c) NURBS Curve
9. _____ locator follows the motion of Ocean and Pond in the Y' direction and also rotates in X and Z directions.
- (a) Boat
 - (b) Dynamic
 - (c) Static
10. _____ links two Rigid bodies at a position.
- (a) Pin Constraint
 - (b) Point Constraint
 - (c) Nail Constraint
11. Which of the following constraints can be parented or we can key their position ?
- (a) Nail
 - (b) Barrier
 - (c) Pin

12. Which of the following is **not** the Lifespan Mode attributes available in all Particle and nParticle objects ?
- (a) Static
 - (b) Constant
 - (c) Live forever
13. If you were simulating a ball falling onto the street, the ball would be _____ .
- (a) a concave rigid body
 - (b) an active rigid body
 - (c) a passive rigid body
14. Which of the following nodes has been created when one attaches a hair system to Fur Description :
- (a) FurCurveAttractors Node
 - (b) FurDescription Node
 - (c) FurConstraints Node
15. Which of the following fields is **not** available in Maya Dynamics ?
- (a) Turbulence
 - (b) Drag
 - (c) Repel

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

- 16.** Explain in brief any **two** of the following concepts with the use of it to create any real world example :
- (a) Particle Goal
 - (b) Instance (Replacement)
 - (c) Particle Collision Event Editor
- 17.** Define any **two** of the following Dynamic fields available in Maya, with an example of each one :
- (a) Newton
 - (b) Air
 - (c) Drag
 - (d) Turbulence
- 18.** Define the concept of Rigid body and Soft body available in Maya. Explain with examples.
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