| BNMI-011 |

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination
December, 2014

00380

BNMI-011 : CHARACTER ANIMATION

Time : 1½ 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. Which of the following does *not* have an option of decay region ?

    (a) Point light

    (b) Spot light

    (c) Directional light

2. Photon maps are *not* required to produce

    _____ .

    (a) Caustic

    (b) Global Illumination

    (c) Final Gather

3. Global Illumination does *not* support mia_shaders.

   (a) True

   (b) False

4. Ambient Occlusion can be rendered in Maya software render.

   (a) True

   (b) False

5. Which of the following lights has an option called Ambient Shade ?

   (a) Point light

   (b) Spot light

   (c) None of the above

6. _____ works by precomputing a map to determine where shadows will be rendered.

   (a) Raytrace Shadows

   (b) Depth Map Shadows

   (c) Both the above

7. Increase in Dmap Resolution, increases rendering time.

   (a) True

   (b) False

8. _____ adds light across a scene evenly, lighting all objects at the same angle and with the same intensity.

   (a) Area light

   (b) Directional light

   (c) Spot light

9. Accuracy is a parameter for _____ .

   (a) Final Gather

   (b) Global Illumination

   (c) Both the above

10. Intensity of Fill light can be more than that of Key light.

    (a) True

    (b) False

11. Mia shaders can only be rendered in mental ray.

    (a) True

    (b) False

12. To adjust the softness of the shadow edges for Depth map shadows

    (a) use the Bias slider.

    (b) use the Filter size slider.

    (c) use the Shadow rays slider.

13. Photon tracing is *not* supported by Maya software render.

   (a)   True

   (b)   False

14. Point light does *not* cast raytrace shadows.

   (a)   True

   (b)   False

15. How many types of lights does Maya have ?

   (a)   4

   (b)   7

   (c)   6

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

16. Define the concept of Raytracing in Maya. How does it work ? Explain with an example.

17. What do you mean by Image Base Lighting (IBL) ? Explain how it works in Maya.

18. Explain in brief the spot, point and directional lights in Maya.

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