

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

**Term-End Theory Examination  
December, 2014**

**BNMI-013 : MATCH MOVING**

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

*Maximum Marks : 30*

*(Weightage 30%)*

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

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

1. Which of the following deformers changes the shape of one object into the shape of another object in Maya ?
  - (a) Jiggle deformer
  - (b) Blend shape deformer
  - (c) Morph shape deformer
  
2. \_\_\_\_\_ is the process of binding deformable objects to a skeleton.
  - (a) Skinning
  - (b) Binding
  - (c) Sticking

3. Which of the following is **not** the Animation Constraint available in Maya ?
- (a) Geometry Constrain
  - (b) Parent Constrain
  - (c) Translate Constrain
4. Which of the following Animation principles is used to prepare the audience for an action, and to make the action appear more realistic ? eg. A dancer jumping off the floor has to bend his/her knees first.
- (a) Anticipation
  - (b) Staging
  - (c) Follow-through and Overlapping action
5. Which of the following is **not** the non-linear deformer available in Maya ?
- (a) Bend
  - (b) Morph
  - (c) Wave
6. Which of the following is **not** the IK Handle tool available in Maya ?
- (a) IK SC Solver
  - (b) IK RP Solver
  - (c) IK HI Solver

7. Which of the following constraints controls the orientation of constrained object when Target object gets translated ?
- (a) Point Constrain
  - (b) Aim Constrain
  - (c) Orient Constrain
8. Which of the following tools helps to add joint and extend an existing joint chain ?
- (a) Connect Joint
  - (b) Mirror Joint
  - (c) Orient Joint
9. Which of the deformers deforms objects with NURBS surfaces, NURBS curves or Polygonal surfaces ?
- (a) Wrap
  - (b) Jiggle
  - (c) Wrinkle
10. Which of the following editors helps you to manipulate the animation curves and keys at the same time :
- (a) Dope sheet editor
  - (b) Graph editor
  - (c) Trax editor

11. \_\_\_\_\_ manipulator lets you change the orientation of the IK chain in Maya.
- (a) Parent Constraint
  - (b) Pole Vector
  - (c) Scale Constraint
12. In IK SC Solver, word 'SC' stands for \_\_\_\_\_ .
- (a) Single Chain
  - (b) Spline Chain
  - (c) Second Chain
13. Which of the following is **not** the Joint chain edit tool available in Maya ?
- (a) Remove Joint
  - (b) Reverse Joint
  - (c) Orient Joint
14. Jiggle is a type of \_\_\_\_\_ .
- (a) Constraint
  - (b) IK Solver
  - (c) Deformer
15. To set a scale key, which of the following short keys is used ?
- (a) Shift+R
  - (b) Ctrl+R
  - (c) Alt+R

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

16. Explain with an example the concept of 'Motion Paths Animation'.
17. Explain any **two** of the following principles of animation :
- (a) Anticipation
  - (b) Slow in and Slow out
  - (c) Arcs
18. Explain in brief any **two** of the following non-linear deformers with an example for each :
- (a) Sine
  - (b) Squash
  - (c) Bend
  - (d) Wave
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