| BNMI-006 |

# BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

## Term-End Theory

## December, 2015

## BNMI-006 : 3D BASICS - II

00301

Time : 1½ hours                    Maximum Marks : 30

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

The following section has objective questions. Tick the right answer. Each question carries **1** mark.

1.  Which of the below IK solver uses a line to control the bones ?                    **1**
    (a)    IK limb solver
    (b)    Spline IK solver
    (c)    HD solver

2.  Rotation of an object can control position of multiple objects through wire parameters.                    **1**
    (a)    True
    (b)    False

3.  To animate an object linking from one target object to another which option is used ?                    **1**
    (a)    Surface constraint
    (b)    Attachment constraint
    (c)    Link constraint

**4.** By default bones are renderable.                    **1**
  - (a) True
  - (b) False

**5.** Which modifier is used to bind mesh with    **1**
bones ?
  - (a) Stretch
  - (b) Slice
  - (c) Skin

**6.** In graph editor menu which of the below is not    **1**
an out of range key ?
  - (a) Cycle
  - (b) Loop
  - (c) Steps

**7.** The principle of animation used before the start    **1**
of any action in animation is called _____.
  - (a) Follow through
  - (b) Overlapping action
  - (c) Anticipation

**8.** A spline can be treated as a bone.                    **1**
  - (a) True
  - (b) False

**9.** The _____ controls an objects orientation    **1**
so that it always sees at the other object.
  - (a) Orientation Constraint
  - (b) Look at Constraint
  - (c) Position Constraint

**10.** In Graph Editor which is the default rotation controller for an object ?  **1**
  (a)  Linear Rotation
  (b)  TCB Rotation
  (c)  Euler XYZ

**11.** In Graph Editor Blue color curve represents _____ axis.  **1**
  (a)  X
  (b)  Y
  (c)  Z

**12.** In 3Ds max Dope sheet editor is used for :  **1**
  (a)  Moving key frames to adjust timing in animation.
  (b)  Render the animation.
  (c)  Creating animation preview.

**13.** The attributes for a biped can be found in _____ panel.  **1**
  (a)  Modify
  (b)  Motion
  (c)  Utilities

**14.** Skin weights can be mirrored with reference to an axis.  **1**
  (a)  True
  (b)  False

**15.** Which of the below modifier is used to animate facial animation ?  **1**
  (a)  Multires
  (b)  Morpher
  (c)  Mesh smooth

16. Answer the following questions in brief. Each question carries 5 marks.

   (a) Explain the difference between timing and spacing in brief.   5

   (b) Write a brief note on follow through animation principle.   5

   (c) What is rigging in 3D animation pipeline ? Give example.   5

———