

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

Term-End Theory

December, 2015

BNMI-011 : CHARACTER ANIMATION

Time : 1½ hours

Maximum Marks : 30

Note : *Attempt all questions.*

The following section has objective questions.
Please tick the right answers. Each question carries
1 mark.

1. Point light does not support raytrace shadow. 1
(a) True
(b) False
2. Maya Software render does not support 1
_____ shader.
(a) Lambert
(b) Blinn
(c) Mia
3. The light that gives parallel rays of shadows in 1
Maya is _____.
(a) Directional light
(b) Spot light
(c) Point light

4. Maya has basically _____ render engines. 1
(a) 02
(b) 04
(c) 03
5. Refraction means the _____ of light as it travels from one medium to another. 1
(a) Blending
(b) Bending
(c) Bouncing
6. By default the intensity of a light is set to _____. 1
(a) 01
(b) 0.5
(c) 10
7. The intensity of the key light is _____ than that of the fill light. 1
(a) Less
(b) More
(c) Equal
8. The _____ decides the softness of the edge around the spot lights beam. 1
(a) Penumbra Angle
(b) Shadow
(c) Color
9. For rendering a diffuse pass, we use _____. 1
(a) Spot light
(b) Point light
(c) Ambient light

10. Barn door option is available for _____. 1
(a) Point light
(b) Spot light
(c) Directional light
11. Sealing the _____ changes the lights intensity. 1
(a) Point light
(b) Area light
(c) Directional light
12. We can pre - render materials, textures and illumination through a process called _____. 1
(a) Render
(b) Baking
(c) Render to resolution
13. Lights can be deleted from the Hypershade. 1
(a) True
(b) False
14. The _____ light adds diffuse light to the scene. 1
(a) Spot
(b) Point
(c) Ambient
15. _____ does not have a decay rate. 1
(a) Directional light
(b) Spot light
(c) Point light

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

16. What do you mean by the term decay of light ? 5
Explain with an example.
 17. Mention in brief the advantages and 5
disadvantages of Raytrace shadows.
 18. Write a few differences between point light and 5
area light.
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