

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

**Term-End Theory Examination**

**December, 2017**                      **00459**

**BNMI-009 : FX**

*Time : 1½ hours*

*Maximum Marks : 30*

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

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The following section has objective type questions.  
Select the right answer. Each question carries  
1 mark.

1. \_\_\_\_\_ are points that display as dots, streaks, spheres, blobby surfaces, or other items. 1
  - (a) Soft bodies
  - (b) Fluids
  - (c) Particles
  
2. To generate particles you can create a particle \_\_\_\_\_, which generates and animates the motion of particles automatically. 1
  - (a) emitter
  - (b) generator
  - (c) spawner

3. You can not scale the effect of fields, collisions, springs and goals on particles. 1  
(a) True  
(b) False
4. \_\_\_\_\_ emitters emit particles from a position in the workspace. 1  
(a) Point  
(b) Surface  
(c) Volume
5. When you delete an emitter, the emitted particle object is not automatically deleted. 1  
(a) True  
(b) False
6. A goal can be any object except a curve on \_\_\_\_\_ 1  
(a) NURBS  
(b) object  
(c) surface
7. You can also use the Particle Collision Event Editor to make particles \_\_\_\_\_, emit new particles. 1  
(a) split  
(b) collide  
(c) delete

8. The particle cloud shader is a \_\_\_\_\_ material 1  
that you can assign to particles with a cloud  
render type.
- (a) Blinn
  - (b) Lambert
  - (c) Volume
9. The instanced geometry object, called the 1  
\_\_\_\_\_ geometry.
- (a) master
  - (b) source
  - (c) parent
10. When you add a goal to an object, Maya adds a 1  
corresponding goal \_\_\_\_\_ attribute to the  
trailing particle object.
- (a) weight
  - (b) value
  - (c) percentage
11. When you make a soft body from geometry or a 1  
lattice, Maya creates a corresponding \_\_\_\_\_  
object.
- (a) polygon
  - (b) particle
  - (c) spherical

12. Dynamic animation of rigid bodies is controlled by a Maya component called a rigid body \_\_\_\_\_ 1
- (a) solver
  - (b) node
  - (c) controller
13. A fluid \_\_\_\_\_ is a rectangular 2D or 3D boundary that defines the space in which the fluid exists. 1
- (a) container
  - (b) shape
  - (c) box
14. To see the fur effects on your models, you must \_\_\_\_\_ the scene. 1
- (a) save
  - (b) render
  - (c) export
15. nCloth is composed of a network of many particles connected by many links, that together create a \_\_\_\_\_ mesh. 1
- (a) static
  - (b) cloth
  - (c) dynamic

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

1. Explain in brief **any two** of the following concepts with use of it to create any real world example. 5
    - (a) Particle Collision Event Editor
    - (b) Active Rigid Body
    - (c) Particle Goal
  
  2. Define **any two** of the following dynamic fields available in Maya, with an example of each one. 5
    - (a) Vortex
    - (b) Turbulance
    - (c) Uniform
  
  3. Define the concept of Soft Body dynamics available in Maya. Explain with examples. 5
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