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BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

December, 2018

BNMI-006 : 3D BASICS - II

Time : 1½ hours   *Maximum Marks : 30*

Note :   (i)   *Attempt all questions.*

(ii)   *The following section has objective type questions.*

(iii)   *Select the correct answer. Each question carries 1 mark.*

SECTION - A

1.   The keyboard shortcut to open the Render Scene   **1**
      Dialogue in 3D's Max is _____.

      (a)   CTL + R   (b)   F10

      (c)   R   (d)   None of the above

2.   The 3worldSpace axis in 3Ds Max are   **1**
      _____.

      (a)   a, b, c   (b)   u, v, w

      (c)   x, y, z   (d)   T, L, F

3.   An Array containing multiple arrays is called a   **1**
      _____.

      (a)   Incorrect Array   (b)   Group

      (c)   Matrix   (d)   Multi-Array

4. To Jump to the end of a loop in MaxScript you can use the _____ construct. 1

    (a) Continue   (b) Incorrect exit

    (c) Return   (d) Skip

5. When will you use motion flow rather than motion mixer ? 1

    (a) When you want to work with biped crowds or create random motion.

    (b) When you want to specify that some motions be applied only to specific body parts.

    (c) When you want to create a specific animation for an object from several clips.

    (d) All of these.

6. To which part of the body does the Inverse Kinematics not apply ? 1

    (a) Legs   (b) Clavicles

    (c) Toes   (d) All of these

7. You cannot animate haze value. 1

    (a) True   (b) False

8. In character studio, you can import both rotation and position type motion-capture files. 1

    (a) True   (b) False

9. What do blue biped IK keys represent as displayed in the track view and on the track bar ?   **1**

   (a) They represent planted keys

   (b) They represent sliding keys

   (c) They represent body-space IK keys with a non-zero value for IK Blend

   (d) None of these

10. If a non-biped object is selected, the motion mixer is empty when it opens.   **1**

    (a) True   (b) False

11. When you switch over from a Target camera to a free camera, no animation applied to the camera's target is lost.   **1**

    (a) True   (b) False

12. Which type of object cannot be used with the surface constraint ?   **1**

    (a) Quad patches (single quad patches)

    (b) Cylinder

    (c) Cylinder with a bend modifier applied on it

    (d) Loft

13. Which of the following 'proxy in reactors' is applied per rigid body rather than per object ?   **1**

    (a) Display proxy

    (b) Geometry proxy

    (c) Display proxy and Geometry proxy

    (d) None of these

14. Which projection modifier has no parameters ?   **1**

   (a)   Relax modifier

   (b)   Push modifier

   (c)   Projection holder modifier

   (d)   All of these

15. Which modifier is used to bind the mesh with   **1**
    bones in 3Ds Max ?

   (a)   Skin   (b)   Stretch

   (c)   Slice   (d)   None of the above

SECTION - B

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

16. What is timing in animation ? Give a suitable   **5**
    example to explain it.

17. What do you understand by term 'Rigging' ?   **5**
    Explain its process in short.

18. Write down the process of Blending in motion   **5**
    mixer.

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