

00403 BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

December, 2018

BNMI-009 : FX

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

SECTION - A

This section has objective type questions. Select the right answer. Each question carries 1 mark :

1. You can animate the display and \_\_\_\_\_ of particles with various techniques. 1  
(a) movement  
(b) shape  
(c) collision
2. You can create particle objects containing a single particle or millions of particles. 1  
(a) True (b) False
3. In Maya, Dynamics \_\_\_\_\_ affect the child object's transform values. 1  
(a) everytime  
(b) sometimes  
(c) do not

4. When you select a NURBS surface or curve and add a default emitter, you create a point emitter that's emits from all \_\_\_\_\_. 1
- (a) Edit points
  - (b) CVs
  - (c) Isoparms
5. In Maya particle system, a goal can be any object except a curve on \_\_\_\_\_. 1
- (a) polygons
  - (b) NURBS
  - (c) surface
6. In Maya, particles \_\_\_\_\_ collide with other particles. 1
- (a) can not
  - (b) can
  - (c) sometimes
7. The \_\_\_\_\_ lets you create and position particles individually or in grids or spherical regions. 1
- (a) Emitter
  - (b) Particle Tool
  - (c) Emit from an object
8. You can keep particles inside a volume by using a \_\_\_\_\_ field in Maya. 1
- (a) radial
  - (b) volume axis
  - (c) circular

9. A \_\_\_\_\_ field causes irregularities in the motion of affected particles. 1  
(a) random  
(b) noise  
(c) turbulence
10. The combination of geometry and particles is a \_\_\_\_\_ Body. 1  
(a) soft  
(b) dynamic  
(c) lattice
11. Maya has two kinds of rigid bodies - active and \_\_\_\_\_ 1  
(a) super-active  
(b) static  
(c) passive
12. If you create a constraint on an object, Maya automatically makes the object a soft body. 1  
(a) True (b) False
13. The fluid \_\_\_\_\_ is the principle component for any dynamic or non-dynamic fluid effect. 1  
(a) container  
(b) object  
(c) shape
14. When \_\_\_\_\_ is on, changing the container's size attributes automatically scales the Resolution values. 1  
(a) Keep Fluid Square  
(b) Keep Container Square  
(c) Keep Voxels Square

15. The \_\_\_\_\_ mesh is the ncloth, you can see 1  
simulating in the scene view when you play back  
your scene.  
(a) input  
(b) output  
(c) final

### SECTION - B

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

16. Explain the following fields in Maya with 5  
examples.  
(a) Gravity  
(b) Turbulence
17. Define the following basic emitter types available 5  
in Maya particle system with example. Explain  
their usage to create the real world effects :  
(a) Surface  
(b) Volume
18. Explain the process of making realistic 'Explosion' 5  
with the help of Maya Fluid System.
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