

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS****Term-End Theory Examination****December, 2018****BNMI-011 : CHARACTER ANIMATION***Time : 1½ hours**Maximum Marks : 30**Note : Attempt all questions.***SECTION - A**

The following Section has objective questions. Please select the right answer. Each question carries 1 mark.

1. Global illumination is an approximation of real-world _____ light transmission. 1
 - (a). Scattered
 - (b) Direct
 - (c) Indirect

2. When a lightwave strikes an object, it can be absorbed, _____ or refracted by the object. 1
 - (a) fluctuated
 - (b) reflected
 - (c) deflected

3. In depth map shadow of Maya, adjust the _____ size to control the uniform softness of the shadow. 1
 - (a) Filter
 - (b) Soft edge
 - (c) Smooth edge

4. By default, Maya scenes do not contain light sources. 1
(a) True (b) False
5. After the render completes, Maya removes the _____ light from the scene. 1
(a) point
(b) default
(c) directional
6. The light's _____ remains the same no matter how far it is from the light source. 1
(a) brightness
(b) intensity
(c) color
7. Light _____ can help you to render scenes more efficiently and quickly. 1
(a) parenting
(b) linking
(c) grouping
8. In Maya, surfaces that are illuminated are not considered to be shadows. 1
(a) True (b) False
9. Hardware shadows do not work with _____ and area lights. 1
(a) directional
(b) ambient
(c) point

10. Rays of directional lights are _____ to each other. 1
(a) parallel
(b) perpendicular
(c) opposite
11. _____ lights are physically based, there is no need for a decay option. 1
(a) Directional
(b) Ambient
(c) Area
- ✓ 12. The _____ of the spot light determines where the beam is aimed. 1
(a) color
(b) rotation
(c) scale
13. Final gathering eliminates the _____ frequency variation in the global illumination. 1
(a) low
(b) high
(c) mid
14. Mental ray for Maya Creates Global illumination by tracing the _____ of photons. 1
(a) radius
(b) position
(c) paths
15. Mental ray supports _____ and global illumination simulation using photon map method. 1
(a) Caustics
(b) Final Gather
(c) Light tracing

SECTION - B

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

16. Define the concept of caustics in Maya. Explain how it works along with an example. 5
 17. Define the following lights with one example of each in the real world : 5
 - (a) Point light
 - (b) Ambient light
 18. Define the concept of linking and unlinking the lights to the surfaces and its importance in Maya. 5
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