00223

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

December, 2018

BNMI-013 : MATCHMOVING

Time : 1½ hours   *Maximum Marks : 30*

Note : Attempt all questions.

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

1. A skeleton provides a _____ model with the   1
    same underlying structure as the human skeleton
    gives the human body.
    (a)   deformable
    (b)   dummy
    (c)· passive

2. _____ are the building blocks of skeletons   1
    and their points of articulation.
    (a)   Bones
    (b)   Dummies
    (c)   Joints

3. In Maya, Bones are only visual cues that illustrate   1
    the relationships between _____.
    (a)   meshes   (b)   joints   (c)   nodes

4. In Maya, A joint chain begins at the lowest joint   1
    in the chain's hierarchy.
    (a)   True   (b)   False

5. The _____ joint is the highest joint in a skeleton's hierarchy.   1
   (a) root   (b) parent   (c) master

6. The direct skinning methods include _____ and rigid skinning.   1
   (a) soft   (b) character   (c) smooth

7. In _____ skinning only one joint can influence a particular skin point.   1
   (a) smooth   (b) rigid   (c) soft

8. Setting _____ is the process of creating the markers the specify timing and action in your animation.   1
   (a) time
   (b) keys
   (c) inbetween

9. Auto key automatically sets keys on attributes when you change the event time and attribute value.   1
   (a) True   (b) False

10. The Graph Editor works only with keys and _____ curves.   1
    (a) time
    (b) space
    (c) animation

11. The _____ lets you edit event and sound synchronization and timing.   1
    (a) Dope sheet
    (b) Curve editor
    (c) Graph editor

12. Which one of the following is not a principal of   **1**
an animation ?
(a)   Bouncing Ball
(b)   Anticipation
(c)   Slow in Slow out

13. In graph editor, Linear Tangents gives   **1**
_____.
(a)   Slow in Slow out
(b)   Slow in Fast out
(c)   Straight In, Straight Out

14. Character sets are required to create clips in Trax   **1**
Editor.
(a)   True   (b)   False

15. _____ offer a way to adjust animation   **1**
timing by adding or removing one frame or time
unit.
(a)   Keys
(b)   Inbetweens
(c)   Interlinks

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

1. Explain following principles of Animation with   **5**
examples.
(a)   Arc   (b)   Staging

2. Explain following deformers with examples.   **5**
(a)   Wire   (b)   Skin

3. Explain the concept of Blend Shapes and its uses   **5**
in Maya.

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