

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

Term-End Theory

00743

June, 2012

BNMI-009 : FX

Time : 1½hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt all questions.

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

1. Which of the following is not a volume shape options available in different Fields ?
 - (a) Cube
 - (b) Cone
 - (c) Prism

2. Which of the following option of Lifespan Mode attribute control the lifespan of individual particles ?
 - (a) LifespanPP
 - (b) LifespanPR
 - (c) LifespanPD

3. Which of the below, pulls particle objects in a circular or spiralling direction, to create effects such as whirlpools or tornados ?
 - (a) Spiral
 - (b) Vortex
 - (c) Air

4. Which of the following field pushes objects in an equal direction ?
 - (a) Drag
 - (b) Newton
 - (c) Uniform

5. You cannot create springs between particles and :
 - (a) Cvs or vertices of soft bodies
 - (b) Lattice points
 - (c) Edges of polygonal objects

6. Which of the following is a type of constraints available in the Maya rigid body ?
 - (a) Ring
 - (b) Hinge
 - (c) Link

7. Which of the following fluid properties is available in its container contents methods ?
 - (a) Vorticity
 - (b) Viscosity
 - (c) Velocity

8. Which of the following rigid body constraint simulate an elastic cord ? (To create effects like man doing a bungee-jumping off a building)
- (a) Hinge Constraint
 - (b) Spring constraint
 - (c) Nail constraint
9. Which of the following is not a nConstraint available in Maya nCloth ?
- (a) Slide on Polygon
 - (b) Slide on surface
 - (c) Transform
10. Which of the following operation you cannot perform through 'Paint Fur Attribute tools' ?
- (a) Direction
 - (b) Length
 - (c) Weight
11. Which of the following particle collision event type, when checked on, the source particle generates more particle objects keeping the option to make the original particle die or alive after colliding with the collision object ?
- (a) Emit
 - (b) Split
 - (c) Birth

12. Which of the following Hair Output constraints the information about the colour and shading of the hairs ?
- (a) Paint effects
 - (b) NURBS Curves
 - (c) Current Curves
13. Which of the following nCloth constraint hold/attach nCloth components to a target surface and allow the constrained nCloth component to move or slip along the surface to which it is constrained ?
- (a) Transform constraint
 - (b) Point to surface constraint
 - (c) Slide on surface constraint
14. These are the output curves generated by the hair system. This is how the hair behaves when you play the simulation ?
- (a) Current Position curves
 - (b) Rest Position curves
 - (c) Start Position curves
15. Which of the following Dynamics Effects available in MAYA ?
- (a) Tangent Flow
 - (b) Surface Flow
 - (c) Edge Flow

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

1. Define any two of the following Rigid Body and Soft body Constraint available in Maya. Explain with the examples.
 - (a) Nail constraint
 - (b) Pin constraint
 - (c) Hinge Constraint
 - (d) Barrier Constraint

 2. Explain the concept of 'Particle Collision Event' available in Maya software, with one example of use of them to create the real world effects.

 3. Define (*any two*) the following fields available in Maya, with one real life effects example.
 - (a) Air
 - (b) vortex
 - (c) drag
 - (d) Uniform
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