

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

Term-End Theory

June, 2013

BNMI-009 : FX

Time : 1½hours

Maximum Marks : 30

Note : Attempt ALL questions.

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

1. Which of the following is not a Hardware renderable particle in Maya ?
 - (a) Streak
 - (b) Cloud
 - (c) Spheres

2. Which of the following is not an emitter type ?
 - (a) Surface Emitter
 - (b) Normal Emitter
 - (c) Curve Emitter

3. Which of the field pushes objects away from its position ?
 - (a) Radial
 - (b) Drag
 - (c) Newton

4. Which of the following feature not available in Particle Collision Event Editor ?
- (a) Emission of particles
 - (b) Death of particles
 - (c) Cycle of particles
5. While creating new attribute for particles, which attribute type should be selected so that attribute works for an entire particle set ?
- (a) Per Particle (Array)
 - (b) General
 - (c) Scaler
6. nParticles cannot be instanced.
- (a) True
 - (b) False
7. Which of the following is not a rigid solver ?
- (a) Runge Kutta
 - (b) Midpoint
 - (c) Two Point
8. You can create soft bodies from NURBS curves.
- (a) True
 - (b) False
9. In nDynamics, 'n' stands for _____.
- (a) Nucleus
 - (b) New
 - (c) Nuclear

10. To create hair system, UV mapping is essential.
(a) True (b) False
11. Which of the following nCloth constraint hold/attach nCloth components to a target surface ?
(a) Transform constraint
(b) Point to surface constraint
(c) Tearable surface constraint
12. Which of the following is not a Dynamics Effects available in MAYA ?
(a) Curve Flow
(b) Surface Flow
(c) Edge Flow
13. Which of the following Light model is not available in Maya Fur ?
(a) Ambient + Diffuse
(b) Diffuse + Specular
(c) Ambient Only
14. Which of the following operations you can perform using the 'Paint Hair Follicles tool' ?
(a) Smooth hairs
(b) Trim hairs
(c) Bend hairs
15. Which of the following is not a content method in Maya Fluid container ?
(a) Density
(b) Color Method
(c) Viscosity

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

1. Explain the following procedures in brief.
 - (a) Instancer
 - (b) Sprite Wizard
 - (c) Goal

 2. Explain the following constraints in one liner.
 - (a) Nail Constraint
 - (b) Pin Constraint
 - (c) Hinge Constraint
 - (d) Spring Constraint
 - (e) Barrier Constraint

 3. Explain following hair constraints (*any 2*):
 - (a) Hair to Hair
 - (b) Collide Sphear
 - (c) Stick
 - (d) Rubber Band
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