BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory   00252

June, 2013

BNMI-011 : CHARACTER ANIMATION

Time : 1½ hours   *Maximum Marks : 30*

*Note : Attempt **all** questions.*

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

1. Interactive set decay regions attributes is only available in _____ light.
   (a) Area
   (b) Spot
   (c) Point

2. Which of the following option would increase the softness of the shadow ?
   (a) Decrease the Dmap Resolution and increase the Dmap Filter Size
   (b) Decrease the Dmap Filter Size and increase the Dmap Resolution
   (c) Decrease the Bias size and increase the Dmap Resolution

3. The ambient light can be used in Maya as Fill light.
   (a) True   (b) False

4. _____ adds light across a scene evenly, lighting all objects at the same angle and with the same intensity.
   (a) Area Light
   (b) Directional Light
   (c) Spot Light

5. Accuracy is a parameter for _____.
   (a) Final Gather
   (b) Global Illumination
   (c) All of the above

6. The Light Glow attribute is available for :
   (a) Ambient light
   (b) Spot light
   (c) Directional light

7. Which attributes is used to change how the brightness of a sport light beam decreases only near the edge of the beam ?
   (a) Penumbra Radius attributes
   (b) Fall off regions attributes
   (c) Drop-off attributes

8. Which decay rate available in Maya lights, allows light intensity decreases proportionally with the square of distance (the same as real world light) ?

   (a) Linear

   (b) Cubic

   (c) Quadratic

9. Which of the following attribute of Ambient light controls the behaviour of light from Directional light to Omni-directional light ?

   (a) Ambient shade

   (b) Intensity

   (c) Decay

10. _____ controls the rate at which light intensity decreases from the center to the edge of the spot light beam.

    (a) Penumbra angle

    (b) Drop off

    (c) Cone angle

11. _____ adjust the softness of the light.

    (a) Penumbra Angle

    (b) Cone Angle

    (c) Right Angle

12. _____ emits from a volume shape. These shapes are box, sphere, cylinder, and cone.

(a) Volume Light

(b) Ambient Spot

(c) Point Spot

13. _____ shadows does not support transparency.

(a) Depth Map

(b) Raytrace

(c) Depth Map and Raytrace

14. Which Light does not have a Decay Rate ?

(a) Directional Light

(b) Spot Light

(c) Point Light

15. Intensity of Fill light can be more than that of key light.

(a) True   (b) False

Answer the below questions in brief (min 5 lines) each question carries 5 marks.

1. What do you mean by IBL (Image Base Lighting), how it works in Maya ?

2. Define the following lights, with one example of each in the real world (*any two*).
   (a) Point light
   (b) Area light
   (c) Spot light
   (d) Volume light

3. What is the difference between Raytrace shadows and Depth Map Shadows ?

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