

01408 BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2013

BNMI-013 : MATCH MOVING

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. 15

1. Lattice is a type of :
 - (a) Constraint
 - (b) Deformer
 - (c) IK Solver

2. If the orientation of joint is 'xyz' then which axis will point towards the next child joint in a chain ?
 - (a) X
 - (b) Y
 - (c) Z

3. In IK Handle, word 'IK' stands for :
 - (a) Internal Kinematics
 - (b) Influence Knee
 - (c) Inverse Kinematics

4. If joint orientation is set to 'None', then all joint's local axis will have the orientation of :
- (a) World Axis
 - (b) Parent's local axis
 - (c) Parent's world axis
5. In graph Editor, which of the following tangents give 'Ease In and Ease Out'.
- (a) Linear Tangent
 - (b) Step Tangent
 - (c) Spline Tangent
6. An IK handle which controls the joint chain with a NURBS curve is called as :
- (a) Full Body IK
 - (b) IK Handle Tool
 - (c) IK Spline Handle Tool
7. Dope sheet is also known as _____.
- (a) X-Sheet
 - (b) Y-Sheet
 - (c) Z-Sheet
8. Which of the following are commonly used techniques in Animation ?
- (a) Pose to Pose
 - (b) Straight Ahead
 - (c) Both the above

9. Which of the following is not the IK system available in Maya ?
- (a) SC Solver
 - (b) HI Solver
 - (c) RP Solver
10. Which surface object can have the Maya Muscle skin deformer applied to it.
- (a) NURBS
 - (b) Polygons
 - (c) Any
11. Squash is type of which deformer ?
- (a) Sculpt deformer
 - (b) Wire tool
 - (c) Non linear deformer
12. Which of the following is said to be "preparation of an action" ?
- (a) Overlapping Action
 - (b) Follow Through
 - (c) Anticipation
13. Playblast is a technique which is used to :
- (a) Create blast effects
 - (b) Preview animation at real time
 - (c) Playing movie files

14. To set a translate key, which of the following shortkey is used ?
- (a) Ctrl+w
 - (b) Alt+w
 - (c) Shift+w
15. Character sets are required to create clips in Trax Editor.
- (a) True
 - (b) False

Answer the following questions in brief. Each question carries 5 marks. 15

1. Explain following principles of Animation :
- (a) Stretch and Squash
 - (b) Exaggeration
 - (c) Anticipation
2. Name any five constraints available in 'constraints' Menu. Explain them in one liner.
3. Name the different IK solvers available in Maya. Explain each solver in brief.
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