

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

**Term-End Theory**

**June, 2014**

**BNMI-006 : 3D BASICS-II**

*Time : 1½ hours*

*Maximum Marks : 30*

*Note : Attempt all questions.*

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

1. In child and parent linking between Bones IK stands for :
  - (a) Indirect Kinematics
  - (b) Irregular Kinematics
  - (c) Inverse Kinematics
  
2. The "Surface constraint" positions an object along the surface of another object.
  - (a) True
  - (b) False
  
3. An Orientation constraint causes an object's rotation to follow the rotation of constrained object.
  - (a) True
  - (b) False

4. In reaction manager the object that drives the parameter of other object is called as \_\_\_\_\_.
- (a) Master
  - (b) Slave
  - (c) Main Object
5. In Bone editing tools which of the below option is used to remove a bone from middle of the chain but maintain the hierarchy :
- (a) Remove bone
  - (b) Delete bone
  - (c) Connect bones
6. In Biped the figure mode is a non animatable mode.
- (a) True
  - (b) False
7. Footsteps in a Biped can be created only in \_\_\_\_\_.
- (a) Figure Mode
  - (b) Footstep Mode
  - (c) Mixer Mode
8. If an object needs to follow the position of another object which option is to be used ?
- (a) Position constrain
  - (b) Orientation constrain
  - (c) Path constrain

9. When the Skin Modifier is first applied to a mesh, the bone structure's current pose is used as the \_\_\_\_\_.
- (a) Rigging pose
  - (b) Skin pose
  - (c) None of the above
10. The default controller for rotation in 3Ds max is \_\_\_\_\_.
- (a) Euler XYZ
  - (b) Rotation list
  - (c) Noise rotation
11. Which of the below is not a principle of animation ?
- (a) Secondary Animation
  - (b) Timing
  - (c) Motion
12. In Curve editor red color curve represents \_\_\_\_\_ axis.
- (a) X
  - (b) Y
  - (c) Z
13. Which constrain is used to animate an objects linking from one object to other ?
- (a) Attachment Constrain
  - (b) Path Constrain
  - (c) Link Constrain
14. In Skin modifier skin weight can be mirrored.
- (a) True
  - (b) False

15. Figure files save all information about a biped's anatomy: links, link positions, twist links and figure mode posture and the scale of geometric elements :
- (a) True
  - (b) False

Answer the below questions. Each question carries 5 marks.

1. Write a brief on foot step mode in character studio.
  2. In 3D animation what is the difference between Spacing and Timing ?
  3. What is the difference between Dope sheet and Curve editor ? Explain with relevant examples.
-