

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

00975  
2600

**Term-End Theory**

**June, 2014**

**BNMI-011 F2F : CHARACTER ANIMATION**

*Time : 1½ hours*

*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 light controls the distribution of the light by scaling and orientation of the light icon ?
  - (a) Point light
  - (b) Area light
  - (c) Directional light
2. Which additional attribute of Depth map shadow controls the darkness of shadows appearing in the spot light fog ?
  - (a) Fog Intensity
  - (b) Fog Spread
  - (c) Fog Shadow Intensity
3. Which of the following is not the type of Caustic ?
  - (a) Reflected caustic
  - (b) Refracted caustic
  - (c) Rasterized caustic

4. Which decay rate in Maya lights allows light intensity to decrease proportionally with the square of distance ?
  - (a) Linear
  - (b) Cubic
  - (c) Quadratic
  
5. You can simulate very accurate renderings of daylight using the \_\_\_\_\_ .
  - (a) mia\_physicalsun
  - (b) mia\_physicalcloud
  - (c) mia\_SSS
  
6. Lights cannot be deleted from Hypershade.
  - (a) True
  - (b) False
  
7. Raytrace shadows support higher quality, more realistic soft shadows, when used with area lights.
  - (a) True
  - (b) False
  
8. \_\_\_\_\_ shadows are shadows computed by tracing rays of light between light sources and illuminated objects.
  - (a) Raytrace
  - (b) Depth Map
  - (c) Area Shadows
  
9. \_\_\_\_\_ adjust the softness of the light.
  - (a) Penumbra Angle
  - (b) Cone Angle
  - (c) Right Angle
  
10. Which Light does not have a Decay Rate ?
  - (a) Directional Light
  - (b) Spot Light
  - (c) Point Light

11. The Light Glow attribute is available for :
  - (a) Ambient light
  - (b) Spot light
  - (c) Directional light
  
12. Which of the following is not a type of light source available in Maya ?
  - (a) Directional Light
  - (b) Point Light
  - (c) Orient Light
  
13. Spot light in Maya cannot cast depth map shadow.
  - (a) True
  - (b) False
  
14. In Raytrace shadows maximum 3 Shadow rays can be used.
  - (a) True
  - (b) False
  
15. Mental Ray Render supports \_\_\_\_\_ shadows.
  - (a) Raytrace
  - (b) Depth Map
  - (c) Raytrace and Depth Map

**Answer the below questions. Each question carries 5 marks.**

1. Define the concept of Light Linking Editor of Maya. How you will use it to light up your scene, explain with one unique example.
  2. What is Global Illumination in Maya ?
  3. Explain in Brief types of Caustics in Maya.
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