

00383

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS****Term-End Theory Examination****June, 2017****BNMI-006 : 3D BASICS - II***Time : 1½ hours**Maximum Marks : 30**Note : Attempt all questions.*

The following section has objective questions, please select the right answer. Each question carries 1 mark.

1. Which of the below is a principle of animation ? 1
(a) Fast animation
(b) Bouncing
(c) Anticipation

2. To use a 1K solver you need minimum _____ 1
bones.
(a) 2
(b) 3
(c) 5

3. The movement of an object can change the 1
rotation of other object with the help of
_____.
(a) Wire parameters
(b) Position constraint
(c) Rotation constraint

4. _____ is a shortcut key for X ray mode. 1
- (a) Alt + X
 - (b) Ctrl + X
 - (c) Alt + C
5. _____ constraint restricts the movement of an object along path. 1
- (a) Rotation constraint
 - (b) Path constraint
 - (c) Orientation constraint
6. Skin weights are not animated. 1
- (a) True
 - (b) False
7. _____ constraint helps to change the position of an object with respect to other object. 1
- (a) Position list
 - (b) Path
 - (c) Position
8. In Biped footsteps can be created in footstep mode only. 1
- (a) True
 - (b) False
9. In Biped figure mode a pose is animatable. 1
- (a) True
 - (b) False

10. In child and parent linking between 2 objects FK stands for : 1
- (a) Forward Kinematics
 - (b) For Kinetics
 - (c) Forwards Kinetics
11. In reaction manager the object that follows the master object is termed as _____. 1
- (a) Master
 - (b) Slave
 - (c) Neutral
12. To remove a bone from the chain but retain the hierarchy _____ option is used. 1
- (a) Refine
 - (b) Delete bone
 - (c) Remove bone
13. Motion flow in biped is used to : 1
- (a) Work with multiple bip files
 - (b) Convert footsteps into key frames
 - (c) Change the speed of Biped animation
14. In curve editor menu to lock a selection, the shortcut key is _____. 1
- (a) Space bar
 - (b) Ctrl + A
 - (c) Alt + Y
15. By default bones are not renderable. 1
- (a) True
 - (b) False

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

1. Write a brief on "Anticipation" as an animation principle with examples. 5
 2. Explain in brief footstep mode in biped. 5
 3. Explain in brief the use of morpher modifier for lip sync. 5
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