

00130

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

**Term-End Theory Examination**

**June, 2017**

**BNMI-009 : FX**

*Time : 1½ hours*

*Maximum Marks : 30*

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*Note : Attempt all questions.*

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The following section has objective type questions.  
Select the right answer. Each question carries  
1 mark.

1. A \_\_\_\_\_ is a collection of particles that share the same attributes. 1
  - (a) particle group
  - (b) particle object
  - (c) particle collection
  
2. You can place or paint particles in the workspace with the \_\_\_\_\_. 1
  - (a) Emit from object
  - (b) Emitter
  - (c) Particle Tool
  
3. The dynamic state of a particle object is the value of its position, velocity, acceleration, and mass attributes at any \_\_\_\_\_. 1
  - (a) time
  - (b) frame
  - (c) point

4. Emitters generate moving or \_\_\_\_\_ particles as an animation plays. 1  
(a) rotating  
(b) fixed  
(c) stationary
5. Volume emitters emit particles from a closed volume. You can choose from \_\_\_\_\_, sphere, cylinder, cone, and torus. 1  
(a) hemisphere  
(b) cube  
(c) rectangle
6. You can not use more than one goal object to affect a particle object. 1  
(a) True  
(b) False
7. You can use the \_\_\_\_\_ to re-assign collisions between particles and rigid bodies. 1  
(a) Dynamic Connection Editor  
(b) Dynamic Relationships Editor  
(c) Particle Connection Editor
8. Motion blur \_\_\_\_\_ for hardware particle rendering in metal ray. 1  
(a) not supported  
(b) supported  
(c) partially supported
9. Instances of geometry are not duplicates of an object, but are references of the \_\_\_\_\_ object. 1  
(a) original  
(b) parent  
(c) master

10. You can make a particle object move towards one or more \_\_\_\_\_ objects. 1  
(a) source  
(b) target  
(c) goal
11. You can recreate a geometric object as a flexible object called a \_\_\_\_\_. 1  
(a) sponge  
(b) rigid body  
(c) soft body
12. Maya has two kinds of rigid bodies - active and \_\_\_\_\_. 1  
(a) inactive  
(b) passive  
(c) non - active
13. \_\_\_\_\_ fluid effects do not use the fluid solvers to simulate fluid motion. 1  
(a) stable  
(b) dynamic  
(c) non - dynamic
14. You typically create fur by attaching a new fur \_\_\_\_\_ to selected surfaces. 1  
(a) shape  
(b) object  
(c) description
15. You can model any type of \_\_\_\_\_ mesh and make it an nCloth object. 1  
(a) polygon  
(b) NURBS  
(c) sub-division

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

1. Explain in brief any two of the following concepts with use of it to create any real world example. 5
    - (a) Particle Instancing
    - (b) Passive Rigid Body
    - (c) Spring
  
  2. Define any two of the following dynamic fields available in Maya, with an example of each one. 5
    - (a) Gravity
    - (b) Air
    - (c) Newton
  
  3. Define the concept of Fluid dynamics available in Maya. Explain with examples. 5
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