

00213

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

**Term-End Theory Examination**

**June, 2017**

**BNMI-011 : CHARACTER ANIMATION**

*Time : 1½ hours*

*Maximum Marks : 30*

*Note : Attempt all questions.*

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

1. The color of the objects we see in the natural world is a result of the way objects interact with \_\_\_\_\_ 1  
(a) nearest objects  
(b) light  
(c) environment
  
2. \_\_\_\_\_ light is all the inter-reflected light in a scene. 1  
(a) Indirect (b) Direct (c) Diffuse
  
3. By default, Maya scenes do not contain light sources. 1  
(a) True (b) False

4. When you create a light source, the new light source illuminates \_\_\_\_\_ surfaces in the scene by default. 1  
(a) nearest (b) selected (c) all
5. Any light visible to the camera lens has the potential to produce an \_\_\_\_\_ effect. 1  
(a) dynamic (b) optical (c) magical
6. By default, lights in Maya \_\_\_\_\_ cast shadows. 1  
(a) do (b) do not (c) sometimes
7. Raytraced shadows can produce soft and \_\_\_\_\_ shadows. 1  
(a) solid (b) opaque (c) transparent
8. A \_\_\_\_\_ light is the main light that illuminates the character or object. 1  
(a) key (b) master (c) rim
9. Soft light is diffused and produces \_\_\_\_\_ edges. 1  
(a) sharp (b) hard (c) soft
10. Mental ray for Maya can render with \_\_\_\_\_, the technique used to capture indirect illumination. 1  
(a) Final Gather  
(b) Global Illumination  
(c) Final Illumination

11. Scaling directional lights does not affect the light intensity. 1  
(a) True (b) False
12. A \_\_\_\_\_ light shines evenly in all directions from an infinitely small point in space. 1  
(a) Directional  
(b) Spot  
(c) Point
13. In Maya, \_\_\_\_\_ lights are two-dimensional rectangular light sources. 1  
(a) rectangular  
(b) area  
(c) planar
14. Use an \_\_\_\_\_ light to simulate a combination of direct and indirect light. 1  
(a) ambient (b) point (c) area
15. \_\_\_\_\_ produces only the color component of the image. 1  
(a) RGB pass  
(b) Diffuse pass  
(c) Color pass

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

1. What is the difference between Key Light and Fill Light ? Explain with proper examples. 5
  2. Explain the concept of Global Illumination. How does it work in Maya ? 5
  3. Define any two of the following lights with one example of each in the real world : 5
    - (a) Ambient Light
    - (b) Volume Light
    - (c) Point Light
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