

00323

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

Term-End Theory Examination

June, 2017

BNMI-013 : MATCHMOVING

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

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

1. Skeletons are _____, articulated structures 1
that let you pose and animate bound models.
(a) grouped
(b) hierarchical
(c) linked

2. A skeleton is composed of a series of _____ 1
and bones that form joint chains.
(a) locators
(b) dummy objects
(c) joints

3. Bones do not have nodes, and they do not have a 1
physical or calculate presence in your scene.
(a) True (b) False

4. A joint chain begins at the _____ joint in the chain's hierarchy. 1
(a) center (b) lowest (c) highest
5. In an IK chain, the joint where the IK handle begins is called the _____ joint. 1
(a) start (b) end (c) master
6. IK _____ are the mathematical algorithms behind the IK handles. 1
(a) generators
(b) solvers
(c) systems
7. During _____, you bind a model's deformable object to a skeleton. 1
(a) attaching
(b) linking
(c) skinning
8. The direct skinning methods include smooth and _____ skinning. 1
(a) hard (b) rigid (c) soft
9. FPS stands for : 1
(a) Frames Per Set
(b) Film Per Second
(c) Frames Per Second

10. To set a Scale key, which of the following short-cut key is used ? 1
(a) Ctrl + R (b) Shift + R (c) Alt + R
11. A key must already exist for an attribute before you use Auto key. 1
(a) True (b) False
12. Setting a key involves moving to the _____ where you want to establish a value for an attribute. 1
(a) minute (b) second (c) time
13. In Path Animation a NURBS Curve cannot be designated as a _____ path. 1
(a) movement
(b) motion
(c) parent
14. The _____ lets you edit event and sound synchronization and timing. 1
(a) Animation Controller
(b) Curve Manager
(c) Dope Sheet
15. A _____ constraint causes an object to move to and follow the position of an object. 1
(a) point (b) position (c) move

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

1. Explain any two of the following deformers with examples. 5
(a) Skin (b) Wrap (c) Lattice

 2. Explain the Position Constraint and its uses. 5

 3. Explain the differences between IK and FK with examples. 5
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