BNMI-009

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

00193

June, 2018

BNMI-009 : FX

Time : $1\frac{1}{2}$ hours   *Maximum Marks : 30*

Note :   *Attempt **all** questions.*

SECTION A

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

1. Particles are _____ that display as dots, streaks, spheres, blobby surfaces, or other items.   *1*

    (a)   objects

    (b)   points

    (c)   meshes

2. In Maya, a particle object is a collection of particles that share the _____ attributes.   *1*

    (a)   same

    (b)   positive

    (c)   different

3. You can scale the effect of fields, collisions, springs, and goals on particles.   *1*

   (a) True

   (b) False

4. Emitters generate moving or _____ particles as an animation plays.   *1*

   (a) jumping

   (b) fixed

   (c) stationary

5. In Maya, a goal is an object that particles follow or move _____ .   *1*

   (a) backwards from

   (b) towards

   (c) straight to

6. You can make particle objects _____ rather than pass through polygonal or NURBS surfaces.   *1*

   (a) jump

   (b) split

   (c) collide

7. Motion blur is _____ for hardware particle rendering in mental ray.   *1*

   (a) not supported

   (b) supported

   (c) sometimes supported

8. By default, Maya converts a NURBS or polygonal surface to a/an _____ rigid body when connected to a field's influence.   *1*

   (a) active

   (b) passive

   (c) static

9. In Maya, a _____ field pulls objects towards it.   *1*
    (a) gravity
    (b) pull object
    (c) newton

10. When you make a soft body from geometry or a lattice, Maya creates a corresponding _____ object.   *1*
    (a) particle
    (b) soft
    (c) lattice

11. In Maya, a _____ body is a polygonal or NURBS surface converted to an unyielding shape.   *1*
    (a) rigid
    (b) soft
    (c) dynamic

12. You can constrain rigid bodies to a position in your scene.   *1*
    (a) True
    (b) False

13. A fluid _____ is a rectangular 2D or 3D boundary that defines the space in which the fluid exists.   *1*
    (a) shape
    (b) object
    (c) container

14. When the Auto _____ attribute is on, the boundaries of a fluid container dynamically resize.   *1*
    (a) Resize
    (b) Scale
    (c) Transform

15. Each nCloth object is composed of _____ separate meshes. *1*

(a) two

(b) three

(c) four

SECTION B

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

16. Explain the following fields in Maya with examples : *5*

(a) Air

(b) Radial

17. Define the followding basic emitter types available in Maya particle system with one example each : *5*

(a) Omni

(b) Directional

18. Explain the procesds of making a realistic 'water fountain' with the help of Maya Particle System. *5*