

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

Term-End Theory Examination

June, 2018

00253

BNMI-011 : CHARACTER ANIMATION

Time : 1 $\frac{1}{2}$ hours

Maximum Marks : 30

Note : Attempt **all** questions.

SECTION A

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

1. Indirect light is all the _____-reflected light in a scene. 1
 - (a) outer
 - (b) inter
 - (c) mirror

2. The color of the objects we see in the natural world is a result of the way objects interact with light. 1
 - (a) True
 - (b) False

3. You may have to _____ the number of sample rays to ensure high quality shadows in ray traced shadow of Maya. 1
- (a) remove
 - (b) decrease
 - (c) increase
4. If you render a scene without a light, Maya creates _____ light during the render so that your objects can be seen. 1
- (a) point
 - (b) area
 - (c) directional
5. In Maya, the _____ light is parented to the rendered camera. 1
- (a) default
 - (b) point
 - (c) ambient
6. In the real world, the light's brightness is _____ at the light source. 1
- (a) dimmest
 - (b) strongest
 - (c) less
7. When you create a light source, the new light source illuminates _____ surfaces in the scene by default. 1
- (a) no
 - (b) selected
 - (c) all

8. By default, lights in Maya do cast shadows. 1
(a) True
(b) False
9. Hardware shadows do not display for _____
objects in Maya. 1
(a) transparent
(b) opaque
(c) solid
10. A directional lights shines _____ in one
direction. 1
(a) oddly
(b) evenly
(c) positively
11. In Maya, area lights are _____-dimensional
rectangular light sources. 1
(a) one
(b) two
(c) three
12. A point light shines evenly in _____
directions from an infinite small point in space. 1
(a) two
(b) three
(c) all
13. When _____ is enabled, every object
effectively becomes a source of ray-emitting light. 1
(a) Final Gather
(b) Global Illumination
(c) Caustics

14. Global Illumination is the technique used to capture _____ illumination. 1
- (a) direct
 - (b) indirect
 - (c) targeted
15. _____ is caused by multiple reflections and/or refractions. 1
- (a) Light Illumination
 - (b) Final Gather
 - (c) Caustics

SECTION B

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

16. Define the concept of Global Illumination in Maya. Explain how it works, along with an example. 5
17. Define the following lights, with one example of each in the real world : 5
- (a) Area light
 - (b) Spot light
18. What is the difference between Ray Trace Shadows and Depth Map Shadows ? Explain with examples. 5