

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

**Term-End Theory Examination**

00393

June, 2018

**BNMI-013 : MATCHMOVING**

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

Maximum Marks : 30

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

**SECTION A**

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

1. \_\_\_\_\_ are hierarchical, articulated structures that let you pose and animate bound models. 1
  - (a) Bones
  - (b) Skeletons
  - (c) Joints
  
2. A skeleton is composed of a series of \_\_\_\_\_ and bones that form joint chains. 1
  - (a) joints
  - (b) meshes
  - (c) dummy objects

3. In Maya, \_\_\_\_\_ do not have nodes, and they do not have a physical or calculable presence in your scene. 1
- (a) joints
  - (b) locators
  - (c) bones
4. In Maya, joints are connected linearly. 1
- (a) True
  - (b) False
5. A \_\_\_\_\_ joint is any joint higher in a skeleton's hierarchy. 1
- (a) child
  - (b) master
  - (c) parent
6. \_\_\_\_\_ is the process of binding deformable objects to a skeleton. 1
- (a) Meshing
  - (b) Skinning
  - (c) Deforming
7. In \_\_\_\_\_ skinning, many joints can influence the same skin point. 1
- (a) smooth
  - (b) rigid
  - (c) hard
8. \_\_\_\_\_ is the process of creating and editing the properties of objects that change over time. 1
- (a) Rigging
  - (b) Modeling
  - (c) Animation

9. A key must already exist for an attribute before you use set key. 1
- (a) True
  - (b) False
10. Use the \_\_\_\_\_ to manipulate animation curves. 1
- (a) Graph Editor
  - (b) Dope Sheet
  - (c) Animation Editor
11. Use the Dope Sheet to manipulate key \_\_\_\_\_. 1
- (a) times
  - (b) spacing
  - (c) Both of the above
12. Which of the following is said to be “preparation of an action” ? 1
- (a) Anticipation
  - (b) Slow in
  - (c) Slow out
13. Dope Sheet is also known as \_\_\_\_\_. 1
- (a) X-sheet
  - (b) Y-sheet
  - (c) Z-sheet
14. Which of the following are commonly used techniques in animation ? 1
- (a) Pose to Pose
  - (b) Straight Ahead
  - (c) Both the above
15. All keys added to the curve will have the \_\_\_\_\_ tangent type. 1
- (a) opposite
  - (b) same
  - (c) intelligent

## SECTION B

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

16. Explain the following principles of animation with examples : 5
- (a) Anticipation
  - (b) Secondary Action
17. Explain the following deformer with examples : 5
- (a) Jiggle
  - (b) Blend Shapes
18. Name the different IK solvers available in Maya. Explain each solver in brief. 5
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