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**BNMI-006**

**BACHELOR OF ARTS IN 3D  
ANIMATION AND VISUAL EFFECTS  
(BAAVFX)**

**Term-End Examination**

**June, 2019**

**BNMI-006 : 3D BASICS-II**

*Time : 1½ Hours*

*Maximum Marks : 30*

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**Note : Attempt all questions.**

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**Section-A**

The following Section has objective type questions. Select the correct answer.

1. Biped and skin are used to pose and animate a single character. 1

(a) True

(b) False

**(A-48) P. T. O.**

2. Rotate keys are seen in ..... color when you select transformation tool. 1
- (a) Red
  - (b) Green
  - (c) Blue
  - (d) None of the above
3. The key board shortcut to open the Render Scene Dialogue is ..... . 1
- (a) CTL + R
  - (b) F10
  - (c) R
  - (d) None of the above
4. An array containing multiple arrays is called a ..... . 1
- (a) Group
  - (b) Matrix
  - (c) Multi Array
  - (d) None of the above
5. Inverse Kinematics is not applied to which body part ? 1
- (a) Legs
  - (b) Clavicles
  - (c) Toes
  - (d) All of the above

6. Both rotation and position type motion-capture files can be imported in character studio. 1
- (a) True
  - (b) False
7. In 3DS may ..... are the 3 World axis. 1
- (a) A, B,C
  - (b) U, V, W
  - (c) X, Y, Z
  - (d) None of the above
8. Haze value cannot be animated. 1
- (a) True
  - (b) False
9. If a non-biped object is selected, the motion mixer is empty when it opens. 1
- (a) True
  - (b) False
10. Which type of object cannot be used with the surface constraint ? 1
- (a) Quad Patches
  - (b) Loft
  - (c) Cylinder with a bond modifier applied on it
  - (d) Cylinder

11. Which projection modifier has no parameters ? 1
- (a) Relax modifier
  - (b) Push modifier
  - (c) Projection modifier
  - (d) All of the above
12. Which operation does not remove animation from a NURBS object or sub-object ? 1
- (a) Make independent
  - (b) Fuse
  - (c) Reparameterize
  - (d) None of the above
13. Still image which appears in continuous motion in quick succession and based on "Persistence of Vision" is called ..... 1
- (a) Origin
  - (b) Parameter
  - (c) Tile
  - (d) Animation
14. What is the maximum value for the skin weight is skin modifier ? 1
- (a) 1
  - (b) 10
  - (c) 100
  - (d) None of the above

15. In rigid body dynamics, each body has six degrees of freedom to move : three translational degrees of freedom and three rotational degrees of freedom. 1
- (a) True
- (b) False

### Section-B

Answer the below questions in brief. Each question carries 3 marks.

16. Write a short note on freedom animation process in 3DS MAX. 3
17. What is the use of Dope Sheet ? How is it important in animating objects ? 3
18. Define 'Rendering' in short. 3
19. Write the process of skinning in 3DS MAX in short. 3
20. What do you understand by the term 'Cycle Animation' ? How can you use it in 3DS MAX ? 3