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BNMI-009

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

Term-End Theory Examination, 2019

BNMI-009 : FX

Time : 1½ Hours]

[Maximum Marks : 30

Note : Attempt all questions.

SECTION-A

Note : The following section has Objective Type Questions.

Select the correct answer. Each question carries 1 mark.

1. You can create _____ on a soft body to alter its deformations and resilience.
 - (a) springs
 - (b) lattiee
 - (c) drag

2. _____ fluids inherently require extra data to define them, which can make them very large.
 - (a) 2D
 - (b) 3D

- (c) Dynamic
3. You can attach one far description to many surfaces.
- (a) True
- (b) False
4. The Maya Nucleus solver is _____ and it provides fast simulation results.
- (a) complicated
- (b) unstable
- (c) stable
5. The _____ mesh provides the start state for your nCloth objects simulation.
- (a) initial
- (b) input
- (c) original
6. A goal can be any object except a point on surface.
- (a) True

- (b) False
7. A/an _____ rigid body reacts to dynamics-fields, collisions and springs - not to keys.
- (a) moving
- (b) passive
- (c) active
8. Motion blur is supported for hardware particle rendering in mental ray.
- (a) True
- (b) False
9. You can use the _____ to reassign collisions between particles and rigid bodies or soft bodies.
- (a) Particle Collision Editor
- (b) Dynamic Relationship Editor
- (c) Particle Collision Event Editor
10. Setting _____ lifespan assigns different lifespans to each particle in the particle object.

(a) per-particle

(b) per-object

(c) random

11. When you select a NURBS surface or curve and add a default emitter, you create a point emitter that emits from all _____.

(a) Vertices

(b) Edit points

(c) CVs

12. You can create particle objects containing a single particle.

(a) True

(b) False

13. Dynamic animation uses rules of _____ to simulate natural forces.

(a) gravity

(b) physics

- (c) chemistry
14. The _____ state of a particle object is the value of its position, velocity, acceleration and mass attributes at any frame.
- (a) static
- (b) inherite
- (c) dynamic
15. You can animate the display and movement of particles with various techniques; for example - keys, expressions and _____ such as gravity.
- (a) fields
- (b) external pressure
- (c) pressure

SECTION-B

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

16. Explain in brief the following concept with use of it to create any real world example (**Any Two**) : [5]

- (a) Particle Goal
- (b) Per Particle Attributes
- (c) Shape Instancing

17. Define the following particle emitters available in Maya, with an example of each one (**Any Two**) : [5]

- (a) Point
- (b) Volume
- (c) Surface

18. Define the concept of dynamics available in Maya. Explain with examples. [5]

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