

1396663

No. of Printed Pages : 5

BNMI-011

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

Term-End Examination

June, 2019

BNMI-011 : CHARACTER ANIMATION

Time : 1½ Hours

Maximum Marks : 30

Note : Attempt all questions.

Section-A

This Section has objective questions. Select the right answer. Each question carries 1 mark.

1. Use global illumination when you need light to inter-reflect and multiple times over a large area in your scene.
 - (a) jump
 - (b) bounce
 - (c) reflect

2. Move the Penumbra Radius manipulator to change how the brightness of a spot light beam only near the edge of the beam.
 - (a) changes
 - (b) increases
 - (c) decreases

3. allows the light to lose its intensity as it gets farther from the source.
 - (a) Decay rate
 - (b) Bias
 - (c) Depth map

4. Use caustics for reflection and refraction.
 - (a) specular
 - (b) large
 - (c) light

5. If the refraction limit is set to 6 on the material Raytrace option attribute and 8 in the Render Settings Window Raytracing attribute, out of the two which value will be considered while, rendering the scene ?
 - (a) 6
 - (b) 8
 - (c) 14

6. Back lights, if necessary, to distinguish the character or object from the
- (a) ground
 - (b) foreground
 - (c) background
7. A major advantage of using a light is that you have a visual representation of the extent of the light.
- (a) spot
 - (b) volume
 - (c) point
8. The of the spot light determines where the beam is aimed.
- (a) target
 - (b) angle
 - (c) rotation
9. In Maya, area lights are dimensional rectangular light sources.
- (a) Uni
 - (b) Two
 - (c) Three

10. Soft orange light feels than blue-green light.
 - (a) Warmer
 - (b) Softer
 - (c) Cooler
11. Use raytraced shadows only to produce more accurate shadows.
 - (a) logically
 - (b) practically
 - (c) physically
12. In Maya, surfaces that are not illuminated are not considered while calculating the shadow.
 - (a) True
 - (b) False
13. is all the inter-reflected light in a scene.
 - (a) Indirect light
 - (b) Secondary light
 - (c) Direct light
14. Depth Map shadows produce very good results in almost all situations, with marginal to rendering time.
 - (a) changes
 - (b) increase
 - (c) decrease

15. If you render a scene without a light, Maya creates directional light during the render so that the objects can be seen.
- (a) True
 - (b) False

Section-B

Answer the below questions in brief. Each question carries 5 marks.

1. What do you mean by Global Illumination ? How does it work in Maya ?
2. Define the following lights with *one* example of each in real world (any *two*) :
 - (a) Area light
 - (b) Spot light
 - (c) Volume light
3. What is the difference between Depth Map and Raytraced Shadow ? Explain in brief with examples.