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**BNMI-013**

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

**Term-End Examination**

**June, 2019**

**BNMI-013 : MATCH MOVING**

*Time : 1½ Hours*

*Maximum Marks : 30*

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*Note : Attempt all questions.*

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**Section—A**

*Note : The following Section has objective questions.*

*Select the right answers. Each question carries 1 mark.*

1. Which one of the following is not a principal of an animation ?
  - (a) Are
  - (b) Appeal
  - (c) Bouncing Ball

2. Dope sheet is known as .....
  - (a) X-sheet
  - (b) Y-sheet
  - (c) Z-sheet
3. Most natural action tends to follow a/an ..... trajectory.
  - (a) Flat
  - (b) Linear
  - (c) Arched
4. In graph Editor, Linear Tangents give .....
  - (a) Ease In, Ease out motion
  - (b) Straight In, Ease out motion
  - (c) Straight In, Straight out motion
5. Timing refers to the number of drawings or frames for a given action.
  - (a) True
  - (b) False
6. Adding ..... to the main action gives a scene more life, and can help to support the main action.
  - (a) Parallel actions
  - (b) Secondary actions
  - (c) Alternative actions

7. A point constraint causes an object to move to and follow the position of an object, or the ..... position of several objects.
- (a) additive
  - (b) collective
  - (c) average
8. .... animation is a way of animating an object's translation and rotation attributes by specifying a NURBS curve as the object's trajectory.
- (a) Curve
  - (b) Spline
  - (c) Path
9. .... animation lets you split, duplicate and blend animation elips to achieve the motion effects that you want.
- (a) Non-linear
  - (b) Pose to Pose
  - (c) Linear
10. .... are hierarchical, articulated structures that let you pose and animate bound models.
- (a) Bipedes
  - (b) Skeletons
  - (c) Joints

11. When a model is bound to a skeleton using ....., it then follows or reacts to the transformations of the skeleton's joints and bones.
- (a) Skinning
  - (b) Linking
  - (c) Binding
12. .... constraints cause the constrained object to inherit the transformations and global orientation of its target objects.
- (a) Aim
  - (b) Geometry
  - (c) Parent
13. Every skeleton has several parent joints, child joints and one ..... joint.
- (a) dummy
  - (b) root
  - (c) proxy
14. .... are useful for creating detailed arcing movements, but not very intuitive for goal-directed movements.
- (a) Reverse kinematics
  - (b) Inverse kinematics
  - (c) Forward kinematics

15. You can use deformers as modeling tools.

- (a) True
- (b) False

### Section—B

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

- (i) Explain the following constraint with example (any *two*) :
  - (a) Seale
  - (b) Parent
  - (c) Aim
- (ii) Explain the skin deformer and its uses.
- (iii) Explain the following Animation Principles with examples (any *two*) :
  - (a) Staging
  - (b) Anticipation
  - (c) Secondary Action