

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

**Term-End Theory**

**December, 2011**

**BNMI-006 (F2F) : 3D Basics - II**

*Time : 1.5 hours*

*Maximum Marks : 30*

*(Weightage 30%)*

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**Note :** Attempt ALL questions.

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**The following section is objective questions.  
Please tick the right answers. Each question  
carries 1 mark.**

1. In Curve Editor menu to lock selection the shortcut key is :
  - (a) Ctrl + H
  - (b) Spacebar
  - (c) Alt + V
  
2. Which of the below mentioned IK solvers uses a line to control the bones ?
  - (a) IK Limb Solver
  - (b) Spline IK Solver
  - (c) HD (History-Dependent) Solver
  
3. Rotation of an object can control position of multiple objects through wire Parameters.
  - (a) True
  - (b) False

4. To animate an object along the path with path constrain, which option is to be used ?
  - (a) Weight
  - (b) Bank amount
  - (c) % Along path
  
5. To animate an object linking from one target object to another which option is to be used ?
  - (a) Surface constrain
  - (b) Link constrain
  - (c) Attachment constrain
  
6. By default bones are renderable :
  - (a) True
  - (b) False
  
7. Structural changes in a Biped can be done only in :
  - (a) Footstep Mode
  - (b) Motion Flow Mode
  - (c) Figure Mode
  
8. Motion Flow in Biped is used to :
  - (a) Work with multiple BIP files
  - (b) Convert footstep into key frames
  - (c) Change the speed of Biped animation.
  
9. To restrict 3d objects movement along on path the option is :
  - (a) Path constrain
  - (b) Attachment constrain
  - (c) Look at constrain

10. In Reaction Manager the parameter of driven object is called \_\_\_\_\_ .
- (a) Slave
  - (b) Master
  - (c) State
11. In 3ds Max, Dope sheet editor is used for :
- (a) Moving key frames to adjust timing for animation
  - (b) Rendering the animation
  - (c) Creating animation preview
12. In Curve editor menu which of the below is not a out-of-range key :
- (a) Cycle
  - (b) Loop
  - (c) Step
13. While working with Bones, IK stand for :
- (a) In kinematics
  - (b) Inverse kinematics
  - (c) Inter kinematics
14. Scale keys are always seen in \_\_\_\_\_ colour in the time line.
- (a) Red
  - (b) Blue
  - (c) Green
15. The principle of animation used before the start of any action in animation is called :
- (a) Follow through
  - (b) Overlapping action
  - (c) Anticipation

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

- (a) Explain in brief the concept & process of linking with IK.
  - (b) Write a brief on Staging (animation principle) with example.
  - (c) Explain the concept of Motion Mixer in Character Studio.
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