

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

**Term-End Theory
December, 2011**

00478

BNMI-009 (F2F) : FX

Time : 1.5 hours

Maximum Marks : 30

(Weightage 30%)

Note : *Attempt ALL questions.*

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

1. Which of the following emitter emit particles from a position in the workspace or from particles, vertices, CVs, edit points, or lattice points ?
 - (a) Volume emitters
 - (b) Surface emitters
 - (c) Point emitters (Omni, directional)

2. Which of the following is not a Hardware Render type Particle in Maya ?
 - (a) Sprites
 - (b) Tube
 - (c) Points

3. You can also use the Particle Collision Event Editor to make particles _____ when it collides with the Geometry.
- (a) Emit or Split
 - (b) Fly or Stick
 - (c) Clone or shrink
4. Which of the following is not an option available in "Create Soft body - Creation" option box ?
- (a) Instance make selected soft
 - (b) Make Soft
 - (c) Duplicate make original soft
5. Which of the following field options repels/pushes objects away or pull them towards itself like a magnet ?
- (a) Gravity Field
 - (b) Drag Field
 - (c) Radial Field
6. Which of the following given field brakes the force on an objects ?
- (a) Fan field
 - (b) Drag field
 - (c) Radial field

7. Maya Dynamics does not support, the following type of cache :
- (a) Particle disk cache
 - (b) Particle memory cache
 - (c) Particle hardware cache
8. Which of the following option should be checked on, if multiple objects are being selected through 'Particle instancer (Replacement) ?
- (a) Cycle - sequential
 - (b) Cycle - None
 - (c) Cycle - Repeat
9. Which of the following options are available to edit/modify the Hair curves ?
- (a) Bend curve
 - (b) Stiff curve
 - (c) Cut curve
10. Which of the following node is created when one attaches a Hair system to Fur Description ?
- (a) Fur Constraints Node
 - (b) Fur Curve Attractor Node
 - (c) Fur Description Node

11. Which of the following nCloth properties can be painted ?
- (a) Stickiness
 - (b) Stretch
 - (c) Heaviness
12. Which of the following option is available while creating Air Fields ?
- (a) Fly
 - (b) Spin
 - (c) Fan
13. Which of the given attributes is used to set the color of each particle independently ?
- (a) Shader
 - (b) Rgbpp
 - (c) Color accum
14. From the following object type, which of them cannot be converted to a Rigid body object :
- (a) Lattice
 - (b) Polygons
 - (c) Nurbs Surface
15. Out of the listed ones, name the constraint available for Rigid Bodies in Maya :
- (a) Transform
 - (b) Spring
 - (c) Link

16. Answer the following questions in brief (min 5 lines). Each question carries 5 marks :

- (a) Define the concepts of Rigid body and Soft body along with one example each.
 - (b) Define *any two* of the following basic emitter types available in Maya software with one example of their usage to create the real world effects.
 - (i) Omni
 - (ii) Directional
 - (iii) Volume
 - (iv) Surface emitter
 - (c) Define *any two* of the following NCloth constraints available in Maya, with an example of it to create the real world effects.
 - (i) Component to Component
 - (ii) Slide on surface
 - (iii) Tearable surface
 - (iv) Point to surface
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