

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

Term-End Theory 00028
December, 2011

BNMI-011 (F2F) : CHARACTER ANIMATION

Time : 1½ 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. To adjust the softness of the shadow edges for Depth map shadows.
 - (a) Use Bias Slider
 - (b) Use the Filter size slider
 - (c) Use the Shadow rays slider

2. Which of the following shapes results from the Barn Doors in spotlight ?
 - (a) Square or rectangular
 - (b) Circle or Oval
 - (c) Hexagonal

3. Which of the following light has an option of decay region ?
- (a) Point light
 - (b) Spot light
 - (c) Directional light
4. Which attribute of spot light can be interactively adjusted with the help of Light manipulators ?
- (a) Move the drop-off
 - (b) Move the Intensity
 - (c) Move the decay region
5. _____ adds light across a scene evenly, lighting all objects at the same angle and with the same intensity.
- (a) Directional Light
 - (b) Spot Light
 - (c) Area Light
6. Which of the following light type simulates rectangular reflections of windows on surfaces ?
- (a) Volume light
 - (b) Spot Light
 - (c) Area Light

7. Which of the following decay rates decrease the intensity of the light directly with distance (slower than real world light) ?
- (a) Cubic decay
 - (b) Inverse decay
 - (c) Linear decay
8. _____ is the type of indirect illumination that is caused by specular reflected or refracted light, like the shimmering light at the bottom of a pool of water.
- (a) Final Gather
 - (b) Caustic
 - (c) Refraction
9. Breaking a shadow link does prevent a surface from receiving a shadow from another object, if shadow linking is set to.
- (a) Shadow obey shadow linking
 - (b) Shadow ignore linking
 - (c) Shadows obey light linking
10. If your Refraction limit is set to 4 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) 8
 - (b) 4
 - (c) 12

11. Photon maps are not required to produce _____.
- (a) Caustic
 - (b) Global Illumination
 - (c) Final gather
12. You can simulate very accurate renderings of daylight using the _____.
- (a) mia_physicalsun
 - (b) mia_physicalcloud
 - (c) mia_SSS
13. Which of the following attribute controls the graininess of shadows appearing in illuminated (light) fog ?
- (a) Fog Shadow rays
 - (b) Fog Shadow samples
 - (c) Fog Shadow intensity
14. Which of the following light does not have mental ray attributes ?
- (a) Spot light
 - (b) Point light
 - (c) Ambient light

15. _____ illuminates all objects in the scene and is included in the default Light Set.

- (a) Light attribute 'Illuminates by Default', if checked on
- (b) Light attribute 'Illuminates by Default', if checked off
- (c) None of the above

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

- (a) Define the following lights, with one example of usage of each of them in the real world. (*any two*)
 - (i) Ambient light
 - (ii) Directional light
 - (iii) Point light
 - (iv) Volume light
 - (b) Define the concept of Raytracing in Maya, and how it works along with an example.
 - (c) Explain the concept of Final Gather and HDRI (Image Base Lighting) with one unique example for each.
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