

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

00146

Term-End Examination

June, 2010

BNMI-006 F2F : 3D Basics - II

Time : 1 hour

Maximum Marks : 30

(Weightage 30%)

Note : *Attempt ALL questions.*

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

1. Changing the Biped's structure requires the :
 - (a) Footstep Mode
 - (b) Motion Flow Mode
 - (c) Structure Mode

2. There are _____ IK Solvers in 3D Studio Max.
 - (a) 2
 - (b) 4
 - (c) 3

3. The Motion Mixer works by placing motion files on :
 - (a) Tracks
 - (b) Layers
 - (c) None of the above

4. Bones have Fins :
 - (a) True
 - (b) False

5. Biped can be modified in the :
 - (a) Modify Panel
 - (b) Hierarchy Panel
 - (c) Motion Panel

6. Which of the following is the default Footstep Creation Mode :
 - (a) Jump
 - (b) Walk
 - (c) Run

7. Skin cannot be used with Biped :
 - (a) True
 - (b) False

8. Objects can also be used as bones :
 - (a) True
 - (b) False

9. IK Limb Solver only affects _____ bones in the chain :
- (a) 2
 - (b) 3
 - (c) 5
10. The object associated with the end joint of a kinematic chain is :
- (a) IK Goal
 - (b) IK Chain
 - (c) IK Snap
11. Which of the following is not a Parameter Out of Range Curve ?
- (a) Loop
 - (b) Linear
 - (c) Ease Out
12. While Creating a Morpher multiple target can be loaded :
- (a) True
 - (b) False
13. To set the structure simultaneous on the both sides of the biped, which option is to be used :
- (a) Select Opposite
 - (b) Select Symmetrical
 - (c) None of the above

14. Which of the following is not a Curve Tangent ?
- (a) Step
 - (b) Ping Pong
 - (c) Easy Out
15. Can you mirror weights while skinning the object :
- (a) True
 - (b) False

**Answer the below questions in brief (min 5 lines).
Each question carries 5 marks.**

16. What is a Bones System ?
17. Explain Inverse Kinematics
18. Explain the concept of Motion Flow in Character Studio.
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