

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

Term-End Theory

June, 2011

00124

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 is the type of emitter available in Maya ?
 - (a) Blizzard Emitter
 - (b) Super Spray Emitter
 - (c) Directional Emitter.

2. Which of the following is not a Software Particle render type available in Maya ?
 - (a) Cloud
 - (b) Streak
 - (c) Blobby surface

3. You cannot create soft bodies from.
 - (a) Lattices
 - (b) Nurbs surfaces
 - (c) Curve on surface

4. Using the Paint Soft body tool, you can paint on the soft body surface with weight display of following color feedback
 - (a) Range of Orange - Yellow
 - (b) Range of Grayscale value
 - (c) Range of Blue - Sky blue

5. Which of the following field makes irregularities or noise and jitteriness in the motion of particle objects ?
 - (a) Turbulence field
 - (b) Vortex field
 - (c) Uniform

6. Which of the following Effects is not available in MAYA ?
 - (a) Fire
 - (b) FireWorks
 - (c) Fumes

7. The Dynamic Relationships editor gives you access to connect or disconnect dynamic relationships between objects and _____
- (a) Fields or/and Emitters
 - (b) Bones or/and IKs
 - (c) Constraints or/and Scripts
8. Which of the following effects, breaks the selected object into the multiple pieces ?
- (a) Lightning
 - (b) Fireworks
 - (c) Shatter
9. Which of the following particle collision event type, when checked on, the source particles break into multiple particle objects after colliding with the collision object ?
- (a) Emit
 - (b) Split
 - (c) Birth
10. Which of the following Hair Output constraints the information about the color and shading of the hairs ?
- (a) Paint effects
 - (b) NURBS curves
 - (c) Current curves

11. Which of the following is the nConstraints available in Maya nCloth ?
- (a) Slide on polygon
 - (b) Slide on surface
 - (c) Slide on curve
12. Which of the following operations you can perform using the 'Paint Hair Follicles tool' ?
- (a) Color hair Follicles
 - (b) Trim hairs
 - (c) Bend hairs
13. Which of the following is the fluid properties available in its container content methods ?
- (a) Vorticity
 - (b) Viscosity
 - (c) Temperature
14. This is the position of the hair when no forces such as gravity are acting upon it. Working with these curves is like styling hair with hair spray.
- (a) Start Position curves
 - (b) Rest Position curves
 - (c) Current Position curves

15. If you were simulating a ball falling onto the street, the street would be _____
- (a) a passive rigid body
 - (b) a concave rigid body
 - (c) an active rigid body

Answer the following questions in brief (min 5 lines). Each question carries 5 Marks.

- (1) Differentiate between Maya Classical Particles and nParticles, with one example each.
 - (2) Define any **two** of the following Rigid Body Constraints types available in Maya software with one example of usage to create the real world effects.
 - (a) Nail
 - (b) Pin
 - (c) Spring
 - (d) Hinge
 - (3) Define **any two** of the following Dynamic fields available in Maya, with an example of each.
 - (a) Drag
 - (b) Vortex
 - (c) Turbulence
 - (d) Air
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