BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

December, 2013   01658

BNMI-011 : CHARACTER ANIMATION

Time : 1½ hours   *Maximum Marks : 30*

*Note :   Attempt **all** questions.*

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

1. Which decay rate in Maya lights allows light intensity to decrease proportionally with the square of distance ?

    (a)   Linear

    (b)   Cubic

    (c)   Quadratic

2. Which of the below is not the Halo type available in optical Fx light glow utility ?

    (a)   Rim Halo

    (b)   Bim Halo

    (c)   Lens Flare

3. Breaking a shadow link does prevent a surface from receiving a shadow from another object, if shadow linking is set to _____ .

   (a) Shadows obey light linking

   (b) Shadows obey shadow linking

   (c) Shadows ignore linking

4. When specular light bends through a transparent or semi-transparent object or volume onto a diffuse surface is called :

   (a) Reflected caustic

   (b) Refracted caustic

   (c) Rasterised caustic

5. In global illumination the effects of spreading colors to the nearby objects is called _____ .

   (a) Color bleeding

   (b) Color reflection

   (c) Color spreading

6. _____ 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

7. Which of the following is not the type of light available in MAYA ?

   (a) Directional

   (b) Volume

   (c) Universal

8. If your Refraction limit is set to 4 on the material Raytrace option attribute and 8 in the Render Setting window Raytracing Attribute, out of the two which value will be considered while rendering the scene :

   (a) 8

   (b) 4

   (c) 12

9. Photon maps are not required to produce _____ .

   (a) Caustic

   (b) Global illumination

   (c) Final gather

10. You can simulate very accurate renderings of daylight using the _____ .

   (a) mia_physicalsun

   (b) mia_physicalcloud

   (c) mia_SSS

11. Scaling Directional Lights does not affect the light intensity.
  (a) True
  (b) False

12. Lights cannot be deleted from Hypershade.
  (a) True
  (b) False

13. _____ allows the light to lose its intensity as it gets farther from the light.
  (a) Bias
  (b) Decay Rate
  (c) Depth Map

14. A _____ creates parallel shadows and illumination that strikes each object from the same angle.
  (a) Point Light.
  (b) Ambient Light.
  (c) Directional Light.

15. _____ changes the ambience of a shader on a model (this is what creates the shading around the edges). This can cause a washed out rendering effect.
  (a) Ambient Light.
  (b) Spot Light.
  (c) Volume Light.

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

1. Define the concept of Raytracing in Maya, and how it works along with an example.

2. Define the concept of Linking and unlinking the lights to the surfaces and the importance of it in Maya.

3. What is Global illumination in Maya ?

———