BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory 00332

December, 2012

BNM-001 : ANIMATION PRODUCTION PIPELINE

Time : 3 hours   *Maximum Marks : 100*

                                   (Weightage 100%)

*Note :   Attempt **All** questions.*

The following section is objective questions. Please tick the right answers. Each question carries **2 marks.**

1.   In 3DS Max Space warps are non renderable objects.

      (a)   True   (b)   False

2.   In 3DS Max Gravity is similar in effect to the Wind space warp, but not having parameters for _____.

      (a)   Decay

      (b)   Direction

      (c)   Turbulence

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3. In Maya Multi-Streak particle render type can be rendered with Maya Hardware Renderer.

    (a) True   (b) False

4. _____ emits particles from a surface of object in Maya.

    (a) Shape

    (b) Volume

    (c) Emit from Object

5. Inside Realflow daemon cannot influence realwave.

    (a) True   (b) False

6. In Real Flow the option to import multiple objects in a single node is _____.

    (a) Multi joints

    (b) Multi body

    (c) None of the above

7. How many types of rigid bodies are available in Maya ?

    (a) 2   (b) 3   (c) 4

8. Image sequence cannot be assigned as texture in : Maya Particle Sprite Render Type.

    (a) True   (b) False

9. In particle flow what is the default percentage value of the particles in the system produced in the rendering ?

   (a)   50%   (b)   75%   (c)   100%

10. In Maya a per particle attribute lets you set the attribute value for all particles of the object collectively with a single value.

   (a)   True   (b)   False

11. Which option in realflow is used to import single object ?

   (a)   Import

   (b)   Multi Servo

   (c)   Multi Body

12. In Maya the _____ render type can be rendered using software renderer.

   (a)   Sprites

   (b)   Particle Cloud

   (c)   Multi Streak

13. Which operator gives you an option to replace the particle shape with any object ?

   (a)   Shape

   (b)   Shape instance

   (c)   Shape mark

14. In gravity space warps decreasing the Decay value causes gravity strength to diminish as distance increases from the position of the gravity warp object.

   (a)   True   (b)   False

15. In 3DS Max particle flow _____ operator can be used to define the lifespan of a particle.

   (a)   Particle Age
   (b)   Shape Mark
   (c)   Life

   Answer the below questions in brief (min 15 lines) each question carries **10 marks.**

1. Define in brief the use of **Newton field** and **Turbulance field** in Maya ?

2. In 3DS Max explain the **Use of UDeflector**. Give 2 examples.

3. Explain in brief Realwave in Real flow. Give an example to explain the process of using Realwave for Ocean surface simulation.

4. Explain in brief 2 Test in particle flow. Give example of each.

Answer the below question with a detailed diagram/Flow chart. Each question carries *15 marks.* Attempt *any* 2 question.

1. Explain the production process involved in creating a "Asteroid hitting a building" in 3ds Max.

2. Describe the production process and integration between Maya/Max and Real Flow for the below examples.
    (a) Filling a Wine glass with wine (CG Wine using real flow)
    (b) Single Water drop on a liquid surface. (Liquid surface to be created using real flow)

3. Explain the step wise process involved to create a realistic simulation of a Car Crash using Maya Ncloth.

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