

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

**Term-End Theory**

**December, 2012**

**BNMI-013 : MATCH MOVING**

*Time : 1½ hours*

*Maximum Marks : 30*

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*Note : Attempt all questions.*

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

1. What is Rigging ?
  - (a) Creating controls for animation
  - (b) Creating Character Setup
  - (c) Both
  
2. To link objects, so that one object's attributes can drive or dictate the attributes of another object. We can use.
  - (a) Set Key
  - (b) Set Driven Key
  - (c) Set Transform Keys

3. What is the short cut for Set Key in Maya ?  
(a) K (b) S (c) W
  
4. To deform high resolution geometry with low resolution one, which of the following deformer is used ?  
(a) Jiggle Deformer  
(b) Wire Tool  
(c) Wrap Deformer
  
5. What is the file extension used for animation export ?  
(a) .Anim (b) .Bip (c) .Fbx
  
6. IK SC Solver stands for :  
(a) IK Simple chain solver  
(b) IK Single chain solver  
(c) IK Secondary chain solver
  
7. While creating Blend shape deformer, different topologies for source and target shapes are allowed ?  
(a) True (b) False
  
8. Which of the below colour show the animation key in channel box ?  
(a) Red (b) Green (c) Blue

9. When an animation data from the joints of one skeleton to the joints of another skeleton is transferred, that is called as :
- (a) Transferring Animation
  - (b) Retargeting Animation
  - (c) Copy Animation
10. To shift the joint without affecting the child joints in a chain, following short key is used.
- (a) P
  - (b) D
  - (c) C
11. The IK handle's end effectors can only be viewed from the Hyper graph :
- (a) True
  - (b) False
12. Pose in which skeleton is bound with the mesh is known as :
- (a) Static Pose
  - (b) T - Stance Pose
  - (c) Bind Pose
13. Character sets are required to create clips in Trax Editor.
- (a) True
  - (b) False

14. In graph editor which of the following tangents give “weight” ?
- (a) Linear tangent
  - (b) Step tangent
  - (c) Weight tangent
15. A manipulator that lets you change the orientation of the IK chain is known as :
- (a) Orient Constraint
  - (b) Rotate Tool
  - (c) Pole Vector

Answer the following questions in brief. Each question carries 5 *marks*.

1. List and Explain non linear Deformers in Maya.
  2. What are animation Layers in Maya ?
  3. Name the different IK solvers available in Maya. Explain each solver in brief.
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