

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

**Term-End Theory Examination**

**December, 2016**

00052

**BNMI-006 : 3D BASICS – II**

*Time : 1  $\frac{1}{2}$  hours*

*Maximum Marks : 30*

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

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*The following section has objective type questions.*

*Select the correct answer. Each question carries 1 mark.*

1. To set the structure of the biped on both the sides, which option is used ? 1

- (a) Select symmetrical
- (b) Select opposite
- (c) None of the above

2. Which of the following is *not* a curve tangent ? 1

- (a) Ping pong
- (b) Easeout
- (c) Step

3. Which of the following will allow you to see the trajectories of animated biped parts in character studio? 1
- (a) Twist pose
  - (b) Keyframing tool
  - (c) Key info trajectories
4. Which modifier is used to bind the mesh with bones? 1
- (a) Stretch
  - (b) Slice
  - (c) Skin
5. Which of the following options will allow a biped to walk in one place? 1
- (a) Buffer mode
  - (b) Rubber band mode
  - (c) In place mode
6. Which of the following IK solvers uses a line to control the bone? 1
- (a) HD solver
  - (b) IK limb solver
  - (c) Spline IK solver
7. Rotation of an object can control the position of multiple objects through wire parameter. 1
- (a) True
  - (b) False

8. To animate an object along the path with path constraint, which option is used ? 1
- (a) Weight
  - (b) Bank amount
  - (c) % Along path
9. By default, bones are renderable. 1
- (a) True
  - (b) False
10. Motion flow in a biped is used to 1
- (a) Work with multiple BIP files
  - (b) Convert footsteps into key frames
  - (c) Change the speed of biped animation
11. In Reaction Manager, the parameter of a driven object is called 1
- (a) Master
  - (b) Slave
  - (c) State
12. In Curve editor menu, which of the following is *not* an out-of-range key ? 1
- (a) Cycle
  - (b) Loop
  - (c) Step

13. Scale keys are always seen in \_\_\_\_\_ colour in timeline. 1
- (a) red
  - (b) blue
  - (c) green
14. The principle of animation used before the start of any action in animation is called 1
- (a) Follow through
  - (b) Overlapping action
  - (c) Anticipation
15. In 3ds Max, which tool is highly preferred to move keys in timeline? 1
- (a) Dope sheet
  - (b) Curve editor
  - (c) Key sheet

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

16. Explain in brief the process of skinning. 5
17. Write a brief on anticipation principle with an example. 5
18. Explain in brief the use of motion mixer. 5
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