BNMI-009

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

December, 2016

00312

BNMI-009 : FX

Time : $1\frac{1}{2}$ hours   Maximum Marks : 30

Note : Attempt **all** questions.

The following section has objective type questions.
Select the right answer. Each question carries 1 mark.

1. Dynamic animation uses rules of _____ to simulate natural forces. *1*

    (a) Chemistry

    (b) Gravity

    (c) Physics

2. You can animate the display and movement of particles with various techniques; for example, keys, expressions and _____ such as gravity. *1*

    (a) fields

    (b) external pressure

    (c) pressure

3. You cannot create a particle system containing a single particle. *1*

   (a) True

   (b) False

4. The _____ state of a particle object is the value of its position, velocity, acceleration and mass attributes at any frame. *1*

   (a) dynamic

   (b) static

   (c) inherit

5. When you select a NURBS surface or curve and add a default emitter, you create a point emitter that emits from all _____ . *1*

   (a) edit points

   (b) CVs

   (c) vertices

6. A goal can be any object except a curve on a surface. *1*

   (a) True

   (b) False

7. You can use the _____ to reassign collisions between particles and rigid bodies.   *1*

   (a) Particle Collision Editor

   (b) Particle Collision Event Editor

   (c) Dynamic Relationships Editor

8. Motion blur is not supported for hardware particle rendering in mental ray.   *1*

   (a) True

   (b) False

9. Setting _____ lifespan assigns different lifespans to each particle in the particle object.   *1*

   (a) per-object

   (b) random

   (c) per-particle

10. An/A _____ rigid body reacts to dynamics — fields, collisions and springs — not to keys.   *1*

    (a) active

    (b) passive

    (c) moving

11. You can create _____ on a soft body to alter its deformations and resilience.   *1*

    (a) springs

    (b) lattice

    (c) drag

12. _____ fluids inherently require extra data to define them, which can make them very large. *1*

(a) Dynamic

(b) 2D

(c) 3D

13. You cannot attach one fur description to many surfaces. *1*

(a) True

(b) False

14. The Maya Nucleus Solver is _____ and it provides fast simulation results. *1*

(a) stable

(b) powerful

(c) unstable

15. The _____ mesh provides the start state for your nCloth object's simulation. *1*

(a) original

(b) initial

(c) input

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

16. Define the concept of nCloth available in Maya. Explain with examples. 5

17. Explain in brief the following concepts with their use to create any real world example (any *two*) : 5

(a) Per Particle Attributes

(b) Active Rigid Body

(c) Shape Instancing

18. Define the following particle emitters available in Maya, with an example of each (any *two*) : 5

(a) Surface

(b) Volume

(c) Curve