BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination

ロロ1 42   **December, 2016**

BNMI-011 : CHARACTER ANIMATION

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

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

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

1. _____ is all the inter-reflected light in a scene.   *1*

   (a)   Secondary light

   (b)   Direct light

   (c)   Indirect light

2. If you render a scene without a light, Maya creates _____ light during the render so that your objects can be seen.   *1*

   (a)   directional

   (b)   point

   (c)   spot

3. In Maya, surfaces that are not illuminated are not considered to be shadows. *1*

(a) True

(b) False

4. Depth map shadows produce very good results in almost all situations, with marginal _____ to the rendering time. *1*

(a) increase

(b) decrease

(c) changes

5. Raytraced shadows are used only to produce more _____ accurate shadows. *1*

(a) physically

(b) logically

(c) practically

6. Backlights, if necessary, distinguish the character or object from the _____ . *1*

(a) foreground

(b) background

(c) ground

7. Soft orange light feels _____ than blue-green light. *1*

(a) softer

(b) warmer

(c) cooler

8. A major advantage of using a _____ light is that you have a visual representation of the extent of the light.   *1*

   (a)   point

   (b)   spot

   (c)   volume

9. In Maya, area lights are _____-dimensional rectangular light sources.   *1*

   (a)   uni

   (b)   two

   (c)   three

10. The _____ of the spot light determines where the beam is aimed.   *1*

   (a)   rotation

   (b)   target

   (c)   target angle

11. Global illumination is used when you need light to inter-reflect and _____ multiple times over a large area in your scene.   *1*

   (a)   reflect

   (b)   jump

   (c)   bounce

12. Caustics are used for _____ reflection and refraction.   *1*

   (a)   large

   (b)   light

   (c)   specular

13. The Penumbra Radius manipulator is used to change how the brightness of a spot light beam _____ only near the edge of the beam.   *1*

   (a)   increases

   (b)   decreases

   (c)   changes

14. If your refraction limit is set to 4 on the Material Raytrace Option attribute and 8 in the Render Settings Window Raytracing attribute, out of the two which value will be considered while rendering the scene ?   *1*

   (a)   4

   (b)   8

   (c)   12

15. _____ allows the light to lose its intensity as it gets farther from the light source.   *1*

   (a)   Bias

   (b)   Decay Rate

   (c)   Depth Map

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

16. What is the difference between Global Illumination and Final Gather ? Explain with proper examples. ·5

17. Explain the concept of Three Point Lighting in Maya. 5

18. Define the following lights with one example of each in the real world (any *two*). 5

    (a) Area Light

    (b) Ambient Light

    (c) Directional Light

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