No. of Printed Pages : 5

BNMI-013

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

00282

December, 2016

BNMI-013 : MATCHMOVING

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. Every skeleton has several parent joints and child joints, and one _____ joint. *1*

   (a) root

   (b) dummy

   (c) proxy

2. _____ are useful for creating detailed arcing movement, but not very intuitive for goal-directed movements. *1*

   (a) Inverse kinematics

   (b) Forward kinematics

   (c) Reverse kinematics

3. When a model is bound to a skeleton using _____, it then follows to the transformations of the skeleton's joints. *1*

(a) linking

(b) skinning

(c) binding

4. You can use deformers as modeling tools. *1*

(a) True

(b) False

5. _____ constraints cause the constrained object to inherit the transformations and global orientation of its target objects. *1*

(a) Parent

(b) Aim

(c) Geometry

6. A point constraint causes an object to move to and follow the position of an object, or the _____ position of several objects. *1*

(a) collective

(b) average

(c) additive

7. _____ are hierarchical, articulated structures that let you pose and animate bound models. *1*

(a) Skeletons

(b) Bipeds

(c) Joints

8. _____ animation lets you split, duplicate and blend animation clips to achieve the motion effects that you want. *1*

(a) Pose to Pose

(b) Linear

(c) Non-linear

9. _____ animation is a way of animating an object's translation and rotation attributes by specifying a NURBS curve as the object's trajectory. *1*

(a) Path

(b) Curve

(c) Spline

10. Adding _____ to the main action gives a scene more life. *1*

(a) secondary actions

(b) parallel actions

(c) alternative actions

11. The natural action tends to follow an/a _____ trajectory. *1*

(a) arched

(b) linear

(c) flat

12. Timing refers to the number of drawings or frames for a given action. *1*

(a) True

(b) False

13. Dope sheet is also known as _____ . *1*

(a) X-sheet

(b) Y-sheet

(c) Z-sheet

14. In graph editor, Linear Tangents give *1*

(a) Ease In, Ease Out motion

(b) Straight In, Straight Out motion

(c) Straight In, Straight In motion

15. Which one of the following is ***not*** a principle of an animation ? *1*

(a) Appeal

(b) Bouncing Ball

(c) Arc

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

16. Explain the following principles of animation. (any ***two***) : 5

(a) Secondary Actions

(b) Arc

(c) Slow In Slow Out

17. Explain the Blend Shapes Deformer and its uses. 5

18. Explain the difference between IK and FK. 5