

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

Term-End Theory - Examination

December, 2017

BNMI-006 : 3D BASICS-II

Time : 1½ hours

Maximum Marks : 30

Note : *Attempt all questions.*

The following section has objective questions.
Please select the right answer. Each question
carries 1 mark.

1. In reaction manager the parameter of driven object is called _____. 1
 - (a) Master
 - (b) State
 - (c) Slave

2. In curve editor menu which of the below is an out - of - range key ? 1
 - (a) Loop
 - (b) Slow in slow out
 - (c) Random

3. Rotation keys are always shown in _____ colour. 1
(a) Red
(b) Green
(c) Blue
4. A bouncing ball has stretch and squash principal in its bounce. 1
(a) True
(b) False
5. _____ option is used to reverse the bone hierarchy in a created chain. 1
(a) Refine
(b) Remove bone
(c) Reassign root
6. Foot steps once generated can be scaled. 1
(a) True
(b) False
7. _____ constraint helps to lock the rotation of an object with other. 1
(a) Link
(b) Orientation
(c) Position
8. Which of the below is not a principle of animation ? 1
(a) Break tangent
(b) Moving hold
(c) Secondary animation

9. In 3ds max by default the animation timeline is at _____ 1
- (a) NTSC (29.9)
 - (b) PAL (25)
 - (c) SECAM (25)
10. Which of the below is not an axis in a bone ? 1
- (a) Top
 - (b) Front
 - (c) Side
11. In 3ds max Curve editor is mainly used to _____ 1
- (a) Control the spacing in between key frames
 - (b) Control the speed of animation
 - (c) Change the timing of animation
12. To set the biped structure on both the sides which option is used ? 1
- (a) Select opposite
 - (b) Select symmetrical
 - (c) None of the above
13. Which of the below option will allow biped to walk in same position ? 1
- (a) Rubber bend mode
 - (b) Shutter mode
 - (c) In place mode

14. Which of the below solver is used in a line to control bones ? 1
- (a) Spline IK solver
 - (b) Limb IK solver.
 - (c) HD solver.
15. Which option is used to animate an object along the selected path through path constraint ? 1
- (a) Weight
 - (b) Bank amount
 - (c) % along path

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

1. Explain slow in and slow out principle of animation with example. 5
2. What is the difference between Dope sheet and Curve editor ? 5
3. Explain the process of skin wrap. 5
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