

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

**Term-End Theory**

**December, 2017**

**BNMI-013 : MATCHMOVING**

*Time : 1½ 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 right answer. Each question carries  
1 mark.

1. A skeleton provides a \_\_\_\_\_ model with the same underlying structure as the human skeleton gives the human body. 1
  - (a) Deformable
  - (b) Polygonal
  - (c) Human
  
2. \_\_\_\_\_ are the building blocks of skeletons and their points of articulation. 1
  - (a) Locators
  - (b) Joints
  - (c) Dummy objects

3. Bones are only visual cues that illustrate the relationships between joints. 1
- (a) True
  - (b) False
4. A joint \_\_\_\_\_ is any group of joints and their bones connected in a series. 1
- (a) Link
  - (b) Group
  - (c) Chain
5. The IK handle's end effector can only be viewed from the \_\_\_\_\_. 1
- (a) Viewport
  - (b) Hypergraph
  - (c) Scene view
6. A rotate plane IK handle uses the rotate plane solver to calculate the \_\_\_\_\_ of all the joints. 1
- (a) Movements
  - (b) Transformations
  - (c) Rotations
7. After skinning, the model is called the character's \_\_\_\_\_. 1
- (a) Skin
  - (b) Mesh
  - (c) Bind mesh

8. With rigid skinning, only \_\_\_\_\_ joint /joints can influence each CV, vertex or lattice point. 1
- (a) One
  - (b) Two
  - (c) Three
9. FPS stands for Frames per set. 1
- (a) True
  - (b) False
10. To set a Translate key, which of the following shortcut keys is used ? 1
- (a) Ctrl + W
  - (b) Shift + W
  - (c) Alt + W
11. Auto key automatically sets keys on \_\_\_\_\_. 1
- (a) Models
  - (b) Objects
  - (c) Attributes
12. Setting keys is the process of creating the \_\_\_\_\_ that specify timing and action in your animation. 1
- (a) Markers
  - (b) Locators
  - (c) Objects

13. Path animation is a way of animating an object's translation and rotation attributes by specifying a \_\_\_\_\_ curve. 1
- (a) Polygonal
  - (b) Subdivision
  - (c) NURBS
14. Use the \_\_\_\_\_ to manipulate key times, represented as colored rectangles in the view area. 1
- (a) Animation Controller
  - (b) Curve Manager
  - (c) Dope sheet
15. An orient constraint matches the \_\_\_\_\_ of one object to one or more other objects. 1
- (a) Transformation
  - (b) Orientation
  - (c) Rotation

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

1. Explain any two of the following deformers with examples. 5
- (a) Cluster
  - (b) Blend Shapes
  - (c) Bend
2. Explain the aim constraint and its uses. 5
3. Explain the differences between smooth and rigid skin with examples. 5