

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

00064

Term-End Theory Examination

December, 2018

BNM-001 : ANIMATION PRODUCTION PIPELINE

Time : 3 hours

Maximum Marks : 100

(Weightage : 100%)

*Note : The following section has objective type questions.
Select the right answer. Each question carries 2 marks.*

SECTION - A

1. Which utility node is used to obtain information about the position of a light relative to a texture ? 2
 - (a) Texture shader
 - (b) Light info
 - (c) Connection editor

2. Which among these types of fog can cast the shadows ? 2
 - (a) Light Glow
 - (b) Light Fog
 - (c) None of the above

3. Colour curve attribute is only available for spot light. 2
 - (a) False
 - (b) True.

4. Key Ticks are shown as Green marks whereas breakdowns are shown as Red marks on the time slider. 2
(a) True (b) False
5. While using move tool, which 'set keys on' option should be selected to set the keys on translate X, Y and Z attributes only? 2
(a) All manipulators handle
(b) Current manipulators handle
(c) All keyable attributes
6. Which type of light Maya create automatically during render, if there is no light created in the scene? 2
(a) Point light
(b) Directional light
(c) Spot light
7. Displacement mapping does not change the surface by moving its vertices but only changes the surface normal. 2
(a) True (b) False
8. Keys cannot be set on the transformed attributes of particles individually in a particle object. 2
(a) True (b) False
9. Which editor lets you edit event and sound synchronisation and timing? 2
(a) Expression editor
(b) Graph editor
(c) Dope sheet editor

10. Which among these lets you interactively update portions or all off the scene and get immediate feedback ? 2
- (a) Render view
 - (b) Render layer editor
 - (c) IPR render current frame
11. Breakdowns can be converted into keys but keys cannot be converted into breakdowns. 2
- (a) True
 - (b) False
12. To turn on Pivot point manipulator which key is needed to be pressed ? 2
- (a) Insert key
 - (b) 'G' key
 - (c) Spacebar key
13. Which output image file format can store the depth channel in one file ? 2
- (a) BMP
 - (b) PSD
 - (c) Maya IFF
14. Which light is used to simulate a combination of Direct Light and Indirect Light ? 2
- (a) Ambient light
 - (b) Point light
 - (c) Spot light
15. Which attribute for a particle per object is set to 'live forever' in order to make the particles live forever ? 2
- (a) Constant
 - (b) Life span mode
 - (c) Random range

16. In Maya, software rendered particles have a render type of Bloppy surface, cloud and _____ 2
(a) Tube (b) Spheres (c) Streaks
17. Which keyboard shortcut lets you edit the particle object in edit mode ? 2
(a) Enter (b) Insert (c) Shift+A
18. Which "world up type" in "attached to motion path" tool specify that the up vector try to aim at the origin of a specified object instead of the world up vector ? 2
(a) Object up
(b) Scene up
(c) None of the above
19. Which tool would you use to transform a number of items proportional, based on the distance from the manipulator handle ? 2
(a) Proportional modification tool
(b) Soft modification tool
(c) None of the above
20. There are _____ types of Bake sets in Maya. 2
(a) Two (b) Four (c) Five
21. Using the Proportional Modification Tool, you can set the degree to any value between +5 and -5. 2
(a) True (b) False
22. When baking to textures, Motion blur may not appear in light maps. 2
(a) True (b) False

23. Hardware rendered particles have a render type of Bloppy Surface. 2
(a) True (b) False
24. A value between 0 and -1 makes the particles pass through the surface with refraction out the back side. 2
(a) True (b) False
25. Only values between 0 and 1 correspond to natural friction. 2
(a) True (b) False
26. In Maya a rigid body is a polygonal or NURBS surface converted to a/an _____ shape. 2
(a) Unyielding
(b) Closed
(c) Deforming
27. An active rigid body is animated by dynamics, not by keys. 2
(a) True (b) False
28. Render diagnostic can display limitations and recommendations regarding output image file format restrictions. 2
(a) True (b) False
29. Which editor is used to create, edit and connect rendering nodes, such as textures, materials, light rendering utilities and special effects ? 2
(a) Hyper shade
(b) Hyper graph
(c) Render layer editor
30. In Maya a goal can be any object that includes a curve on surface. 2
(a) True (b) False

SECTION - B

Answer the following questions with a detailed diagram / flow chart. Each question carries 10 marks.

31. What is the mia_material ? Explain its major features. 10
 32. Describe "Backface_cull" in brief and what is its use in rendering ? 10
 33. How does Final Gather Work in Maya ? 10
 34. Explain the stepwise process involved to create arealistic simulation of a group of arrows coming out and hitting the ground using Maya particle Dynamics. 10
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