

01441 BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory
June, 2012

BNMI-006 : 3D BASICS-II

Time : 1½ hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt all questions.

The following section is objective questions. Please tick the right answers. Each question carries 1 mark.

1. In Reaction Manager there could be multiple Master objects driving a Slave object.
(a) True
(b) False

2. When a single chain of bones is created they are linked to each other through FK ?
(a) True
(b) False

3. To restrict 3d object's movement along an path the option is :
(a) Path Constraint
(b) Attachment Constraint
(c) Look At Constraint

4. What is the file extension when we export animation in character studio ?
 - (a) .Maya
 - (b) .Bip
 - (c) .Fbx

5. Which option in the Bone Editing tools is used to reverse the bone hierarchy in a created chain ?
 - (a) Remove bone
 - (b) Reassign Root
 - (c) Refine

6. In reaction Manager the driving object is called _____.
 - (a) Master
 - (b) Slave
 - (c) Intermediate

7. Footsteps in a Biped can be created only in _____.
 - (a) Figure Mode
 - (b) Footstep Mode
 - (c) Mixer Mode

8. Motion capture data can be applied to Biped.
 - (a) True
 - (b) False

9. To link 2 objects in Forward kinematics the linking happen by first selecting the _____.
 - (a) Child object
 - (b) Parent object
 - (c) Both the objects

10. In Orientation constrain, which option allows to maintain the constrained object's original orientation as an offset to its constrained orientation ?
- (a) Add look at target
 - (b) Weight
 - (c) Keep Initial Offset
11. Which of the below is not a principle of animation ?
- (a) Secondary Animation
 - (b) Timing
 - (c) Motion
12. What is the default Position controller for an object in 3ds Max ?
- (a) Position XYZ
 - (b) Noise Position
 - (c) Euler XYZ
13. Which constrain is used to animate an objects linking from one object to other ?
- (a) Link Constrain
 - (b) Path Constrain
 - (c) Position Constrain
14. In skin Modifier Skin weight are animatable.
- (a) True
 - (b) False
15. Structural changes to a biped can be only done in _____ mode.
- (a) Figure Mode
 - (b) Footstep Mode
 - (c) Motion Mixer

Answer the below questions in brief (min. 5 lines) each question carries 5 marks each.

16. Write a brief on Lip Sync and Facial Animation.
 17. What is the difference between “hold” and “moving hold” in animation ?
 18. Explain *any two* of the following :
 - (a) Look at constrain
 - (b) Attachment constrain
 - (c) Pat constrain
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