

00821

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

Term-End Theory

June, 2012

BNMI-011 : CHARACTER ANIMATION

Time : 1½ hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt all questions.

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

1. How many types of lights does Maya have ?
 - (a) 4
 - (b) 7
 - (c) 6

2. There are three types of Decay rate for lights in Maya.
 - (a) True.
 - (b) False.

3. In Maya Depth Map shadows only supports 512 resolutions of shadows.
(a) True. (b) False.
4. Directional Lights does not support raytrace shadows.
(a) True.
(b) False.
5. How many Render Engines Maya has by default ?
(a) 9
(b) 6
(c) 2
6. Maya Software Render does support Ray tracing Quality.
(a) True.
(b) False.
7. Scaling Directional Lights does not affect the light intensity.
(a) True.
(b) False.
8. Lights cannot be deleted from Hypershade.
(a) True.
(b) False.

9. _____ allows the light to lose its intensity as it gets farther from the light.
- (a) Bias.
 - (b) Decay Rate.
 - (c) Depth Map.
10. A _____ creates parallel shadows and illumination that strikes each object from the same angle.
- (a) Point Light.
 - (b) Ambient Light.
 - (c) Directional Light.
11. _____ changes the ambience of a shader on a model (this is what creates the shading around the edges). This can cause a washed out rendering effect.
- (a) Ambient Light.
 - (b) Spot Light.
 - (c) Volume Light.
12. _____ works by precomputing a map to determine where shadows will be rendered.
- (a) Raytrace Shadows.
 - (b) Depth Map Shadows.
 - (c) Real World Shadow.

13. Depth Map Shadow resolution of 4096 will take _____ memory to calculate renders.
- (a) More.
 - (b) Less.
14. Raytraced shadows do not use a fixed-resolution map, so they can always be crisp and accurate in any resolution rendering.
- (a) True.
 - (b) False.
15. Raytraced shadows are computed one pixel at a time as you render rather than being pre-computed and stored in shadow maps.
- (a) True.
 - (b) False.

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

1. What is Global Illumination in Maya ?
2. Explain in brief different types of shadow casted by light in Maya.
3. What are the different types of Lights in Maya ?