

00861

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

**Term-End Theory**

**June, 2012**

**BNMI-013 : MATCH MOVING**

*Time : 1½ hours*

*Maximum Marks : 30*

*(Weightage 30%)*

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*Note : Attempt all questions.*

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

**15**

1. In blend shapes, object being deformed is known as :
  - (a) Target Object
  - (b) Base Object
  - (c) Blend Object
  
2. In Parent Constraint, there could be multiple parent objects to one child object :
  - (a) True
  - (b) False

3. If the orientation of joint is 'xyz' then which axis will point towards the next child joint in a chain ?
  - (a) X
  - (b) Y
  - (c) Z
  
4. Which of the below option generates a motion trail in object ?
  - (a) Ghost
  - (b) Path
  - (c) Motion trail
  
5. An IK handle which controls the joint chain with a NURBS curve is called as :
  - (a) Full Body IK
  - (b) IK Handle Tool
  - (c) IK Spline Handle Tool
  
6. What is the role of 'Set Preferred Angle' Command ?
  - (a) Set the preferred rotation angles of joints
  - (b) Set the preferred twist of an IK
  - (c) Set the preferred rotation of bones
  
7. Which of the below should be used to add a key frame on graph editor ?
  - (a) Move nearest picked key tool
  - (b) Add key tool
  - (c) Add in between

8. You can transfer animation data from a character to another character with the help of \_\_\_\_\_ command.
- (a) Export Anim
  - (b) Import Anim
  - (c) Save as Anim
9. Which of the following is a type of Flexor ?
- (a) Lattice
  - (b) Cluster
  - (c) Both
10. 'Squash' is a type of which deformer ?
- (a) Sculpt Deformer
  - (b) Wire Tool
  - (c) Non Linear Deformer
11. Pole vector is only applicable to IK handle's that use the rotate plane solver.
- (a) True
  - (b) False
12. Which of the following principle comes first, while doing animation from one pose to another pose ?
- (a) Follow through
  - (b) Anticipation
  - (c) Weight Shift

13. Which of the following deformer lets you control set of object's point with variable influence ?
- (a) Cluster
  - (b) Jiggle
  - (c) Squash
14. An IK handle which controls the joint chain with a NURBS curve is called as :
- (a) Full Body IK
  - (b) IK Handle Tool
  - (c) IK Spline Handle Tool
15. Dope Sheet is also known as \_\_\_\_\_.
- (a) X - Sheet
  - (b) Y - Sheet
  - (c) Z - Sheet

**Answer the following questions in brief. Each question carries 5 Marks.**

**15**

1. Explain in brief any three basic principles in animation.
2. Name any five constraints available in 'constraints' Menu. Explain each of them in one line.
3. Differentiate between IK and FK.