

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

**Term-End Theory**

**June, 2013**

**BNMI-006 : 3D BASICS-II**

*Time : 1½ hours*

*Maximum Marks : 30*

**Note :** *Attempt all questions.*

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

1. In child and parent linking between 3D objects  
FK stands for :
  - (a) Forward Kinematics
  - (b) For Kinematics
  - (c) Forward Knight
  
2. When a single chain of bones is created they are  
linked to each other through IK.
  - (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. The movement of an object can be controlled by rotation of another object with the help of Wire Parameters.
  - (a) True
  - (b) False
  
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 Biped the figure mode is a non animatable mode.
  - (a) True
  - (b) False
  
7. Footsteps in a Biped can be created only in \_\_\_\_\_.
  - (a) Figure Mode
  - (b) Footstep Mode
  - (c) Mixer Mode
  
8. If an object needs to follow the position of another object which option is to be used ?
  - (a) Position constraint
  - (b) Orientation constraint
  - (c) Path constraint

9. What is the shortcut to make a 3D object see through ?
- (a) Alt+C
  - (b) Alt+X
  - (c) Ctrl+X
10. In Orientation constraint which option needs to be checked 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. Other than bones, mesh objects can also be used as bones while skinning any object.
- (a) True
  - (b) False
13. Which constraint is used to animate an objects linking from one object to other ?
- (a) Link Constraint
  - (b) Path Constraint
  - (c) Position Constraint

14. In skin Modifier Skin weight are not animatable.
- (a) True
  - (b) False
15. In 3Ds Max by default the animation timeline is at :
- (a) NTSC(29.9fps)
  - (b) PAL(25fps)
  - (c) SECAM(25fps)

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

1. Write a brief on Reaction Manager ?
  2. What is the difference between Anticipations and Follow Through in animation ?
  3. Explain **any two** of the following constraints :
    - (a) Link constraint
    - (b) Attachment constraint
    - (c) Orientation constraint
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