

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

00955

Term-End Theory

June, 2014

BNMI-009 : FX

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. Which of the following is not the Emitter type available in Maya ?
 - (a) Omni
 - (b) Directional
 - (c) Spiral

2. Which of the following attribute decreases the strength of the field over the distance ?
 - (a) Magnitude
 - (b) Attenuation
 - (c) Speed

3. Which of the following field pushes objects away or pulls them towards itself, like a magnet ?
 - (a) Radial
 - (b) Newton
 - (c) Drag

4. Which of the following position show how the Hair behaves when you play the simulation ?
 - (a) Start Position Curve
 - (b) Current Position Curve
 - (c) Rest Position Curve

5. Use the Paint Hair Textures tool to paint maps for _____.
 - (a) Hair Length
 - (b) Baldness
 - (c) Transplant Hair

6. Which of the following is the nParticle style available in the nParticle creation method ?
 - (a) Balls
 - (b) Streak
 - (c) Bubble

7. Which of the following nCloth vertex property you can paint ?
 - (a) Thickness
 - (b) Baldness
 - (c) Smoothness

8. _____ locator follow the motion of Ocean and Pond in the Y' axis direction only.
 - (a) Boat Locator
 - (b) Surface Locator
 - (c) Dynamic Locator

9. Which of the following is the type of constraint available in Maya Rigid body ?
 - (a) Link
 - (b) Rubber band
 - (c) Spring

10. Which of the following is not the Cache type available in Maya Dynamics ?
- (a) Memory Cache
 - (b) Virtual Cache
 - (c) Particle Disk Cache
11. Which of the following is the Volume shape available in the Volume Emitter in Maya ?
- (a) Plane
 - (b) Ball
 - (c) Cone
12. You can add a per object or per particle opacity attribute to a software render particle type in Maya.
- (a) True
 - (b) False
13. Which of the following Lifespan Mode make particles die at the certain time ?
- (a) Live forever
 - (b) Constant
 - (c) Die
14. Which of the following Dynamics Effect is readily available in Maya ?
- (a) Flame
 - (b) Fire
 - (c) Fumes
15. Dynamic animation of rigid bodies is controlled by a Maya component called a _____.
- (a) Rigid body solver
 - (b) Active Rigid Body
 - (c) Interactive Playback

Answer the following questions. Each question carries 5 Marks.

1. Explain in brief the following curves with reference to Maya Hair system.
 - (a) Start Position curve
 - (b) Rest Position Curve
 - (c) Current Position Curve

 2. Explain in brief the process of marking realistic 'Camp Fire' with the help of Maya Fluid System.

 3. Define following basic emitter types available in Maya software with one example of use of them to create the real world effects. (**Any Three**)
 - (a) Omni
 - (b) Curve
 - (c) Surface
 - (d) Directional
 - (e) Volume
-