BNMI-013 F2F

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2014

BNMI-013 F2F : MATCH MOVING

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 animation curve tangent available in Maya ?
   (a) Spline
   (b) Clamped
   (c) Zigzag

2. Which of the following nonlinear deformer let you taper in any deformable object along with two axes ?
   (a) Bend Deformer
   (b) Flare Deformer
   (c) Twist Deformer

3. _____ is not the deformer available in Maya.
   (a) Taper
   (b) Cluster
   (c) Wire

4. _____ links one object attribute value to the attribute of another object.
   (a)   Set Key
   (b)   Set Driven Key
   (c)   Breakdown Key

5. Which is the following tool help us to manipulate and arrange animation sequences ?
   (a)   Trax Editor
   (b)   Graph Editor
   (c)   Dope Sheet Editor

6. Which of the following is the IK handle tool available in Maya ?
   (a)   IK HI Solver
   (b)   IK Sc Solver
   (c)   IK HD Solver

7. Which of the following constraint control the position of constrained object when Target object gets Translated ?
   (a)   Orient Constrain
   (b)   Point Constrain
   (c)   Scale Constrain

8. Which of the following Animation principle give a sense of weight and flexibility to the animated object ?
   (a)   Appeal
   (b)   Squash and stretch
   (c)   Anticipation

9. In IK RP Solver word 'RP' Stands for :
   (a)   Rotate Plane
   (b)   Random Plane
   (c)   Reference Plane

10. To set a rotation key, which of the following default keyboard shortcut is used ?

(a) Ctrl + e

(b) Shift + e

(c) Alt + e

11. Cluster is a type of _____.

(a) Deformers

(b) Constrain

(c) Nonlinear deformer

12. Which one of the following is a principal of an animation ?

(a) Staging

(b) Jumping

(c) Stepping

13. With Paint Weights Tool, which of the following deformers you can Edit ?

(a) Jiggle Deformers

(b) Lattice Deformers

(c) Wrinkle Deformers

14. Which of the following IK Solver pose a joint chain using the NURBS Curve ?

(a) IK RP Solver

(b) Spline IK Solver

(c) IK Curve Solver

15. _____ animation controls the position and rotation of an object along a NURBS curve.

(a) Motion Path

(b) Motion Trail

(c) Animation Snapshot

Answer the following questions. Each question carries 5 marks.

1. Explain in brief following Animation constraint with an example of each. (**Any Two**)
   (a) Pole vector constrain
   (b) Geometry constrain
   (c) Parent constrain
   (d) Aim constrain

2. Explain in details following IK Solvers, with an example of the same to use in character rigging. (**Any Two**)
   (a) IK RP Solver
   (b) IK SC Solver
   (c) Spline IK solver

3. Explain in detail following editors. (**Any Two**)
   (a) Trax Editor
   (b) Graph Editor
   (c) Dope Sheet Editor