

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

**Term-End Theory Examination**

**June, 2016**

00123

**BNMI-006 : 3D BASICS – II**

*Time :  $1\frac{1}{2}$  hours*

*Maximum Marks : 30*

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

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*The following section has objective type questions. Select the correct answer. Each question carries 1 mark.*

1. In child parent linking, FK stands for \_\_\_\_\_. 1
  - (a) Form Kinematics
  - (b) Forward Kinematics
  - (c) For Kinematics
  
2. When a single chain of bone is created, each bone is connected through 1 K. 1
  - (a) True
  - (b) False

3. Which of the constraints mentioned below helps you to move an object along a selected path ? 1
- (a) Attachment constraint
  - (b) Loop constraint
  - (c) Path constraint
4. In 3ds Max, splines can be used as bones. 1
- (a) True
  - (b) False
5. \_\_\_\_\_ constraint helps to control the rotation of an object. 1
- (a) Path constraint
  - (b) Orientation constraint
  - (c) Deformation constraint
6. In bone editing tool, which option is used to reverse the hierarchy chain ? 1
- (a) Remove bone
  - (b) Refine
  - (c) Reassign root
7. In biped, which of the following modes is *not* animatable ? 1
- (a) Figure mode
  - (b) Footstep mode
  - (c) In place mode

8. In biped, footsteps can be customized as per requirement. 1
- (a) True
  - (b) False
9. Alt + X shortcut helps to see a 3d object as \_\_\_\_\_ mode. 1
- (a) expert
  - (b) see through
  - (c) wireframe
10. Which of the following is a principle of animation ? 1
- (a) Primary animation
  - (b) Timing
  - (c) Rotation
11. Which constraint helps to link an object to multiple objects ? 1
- (a) Path constraint
  - (b) Position constraint
  - (c) Link constraint
12. In Skin modifier, what is the maximum value for skin weight ? 1
- (a) 1
  - (b) 10
  - (c) 100

13. For PAL, the fps is \_\_\_\_\_. 1
- (a) 24
  - (b) 25
  - (c) 29.97
14. In skin modifier, skin vertex weights can be transferred to other objects. 1
- (a) True
  - (b) False
15. \_\_\_\_\_ is used in rigging of the eyes. 1
- (a) Look at constraint
  - (b) Orientation constraint
  - (c) Position constraint

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

16. Explain the difference between master and slave object in Reaction Manager. 5
17. What is timing in animation ? Explain with the help of an example. 5
18. Explain the process of rigging in brief. 5
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