No. of Printed Pages : 5 **BNMI-009**

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

00303

June, 2016

BNMI-009 : FX

Time : 1 $\frac{1}{2}$ hours *Maximum Marks : 30*

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

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

1. Dynamic animation lets you create realistic motion that's hard to achieve with traditional _____ animation. *1*

(a) manual

(b) keyframe

(c) pose to pose

2. Particles are _____ that display as dots, streaks, spheres, blobby surfaces, or other items. *1*

(a) small spheres

(b) points

(c) small objects

3. A particle object is a collection of particles that share the same _____. *1*

(a) properties

(b) behaviour

(c) attributes

4. You can scale the effect of fields, collisions, springs, and goals on particles. *1*

(a) True

(b) False

5. Emitters generate moving or _____ particles as animation plays. *1*

(a) rotating

(b) static

(c) stationary

6. A goal is a/an _____ that particles follow or move towards. *1*

(a) target

(b) field

(c) object

7. Particles can collide with other particles. *1*

(a) True

(b) False

8. Maya software renderer ***cannot*** render the following type of particles : *1*

(a) Blobby surface

(b) Tube

(c) Streak

9. You can give particles and nParticles a life-span to make them _____ from the scene after they reach a specific age. *1*

(a) disappear

(b) delete

(c) remove

10. A rigid body is a polygonal or NURBS surface converted to a/an _____ shape. *1*

(a) solid

(b) unyielding

(c) hard

11. When you make a soft body from geometry or a lattice, Maya creates a corresponding _____ object. *1*

(a) child

(b) parent

(c) particle

12. For dynamic fluid effects, Maya simulates fluid motion by solving the Navier-Stokes fluid dynamic equations at each _____ step. *1*

(a) second

(b) time

(c) frame

13. You typically create fur by attaching a new _____ to selected surfaces. *1*

(a) fur description

(b) fur system

(c) fur object

14. You can use Maya _____ to influence the behaviour of Nucleus objects. *1*

(a) forces

(b) dynamics

(c) fields

15. nCloth is a fast and stable dynamic cloth solution that uses a system of _____ particles to simulate a wide variety of dynamic polygon surfaces. *1*

(a) parent

(b) linked

(c) connected

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

16. Explain in brief any ***two*** of the following concepts, with use of it to create any real world example : *5*

(a) Spring

(b) Particle Collisions Event Editor

(c) Passive Rigid Body

17. Define any ***two*** of the following dynamic fields available in Maya, with an example of each one : *5*

(a) Drag

(b) Vortex

(c) Gravity

18. Define the concept of Soft Body Dynamics available in Maya. Explain with examples. *5*