| BNMI-011 |

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination
June, 2016

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BNMI-011 : CHARACTER ANIMATION

Time : 1½ hours   *Maximum Marks : 30*

Note : *Attempt all questions.*

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

1. The _____ of the objects we see in the natural world is a result of the way objects interact with light. *1*

    (a) visibility

    (b) colour

    (c) intensity

2. Maya's _____ helps you to visualize objects in shaded display in scene view. *1*

    (a) default lighting

    (b) natural lighting

    (c) scene lighting

3. By default, lights in Maya do cast shadows. *1*

    (a) True

    (b) False

4. A _____ represents the distance from a specific light to the surfaces the light illuminates. *1*

    (a) Shadow map

    (b) Distance map

    (c) Depth map

5. Raytracing is a type of shadow rendering where the _____ of individual light rays are calculated from their source to their destination. *1*

    (a) intensity

    (b) distance

    (c) path

6. A secondary light is often called a _____ light because it fills in dark areas. *1*

    (a) fill

    (b) back

    (c) bounce

7. A red spotlight shining on a blue object may make it look _____. *1*

    (a) purple

    (b) violet

    (c) black

8. Use a _____ light to simulate a very distant point light source. *1*

(a) directional

(b) point

(c) spot

9. Use an ambient light to simulate a combination of direct light and indirect light. *1*

(a) True

(b) False

10. A point light shines evenly in _____ directions from an infinitely small point in space. *1*

(a) specific

(b) target

(c) all

11. _____ is a rendering algorithm that simulates how light travels through a scene. *1*

(a) Raytracing

(b) Pathtracing

(c) Final gather

12. Final gather adds details to your scene by adding _____. *1*

(a) rays

(b) light

(c) intensity

13. Which light does *not* have a Decay Rate ?   *1*

   (a)   Directional Light

   (b)   Spot Light

   (c)   Point Light

14. Which decay rate available in Maya lights, allows light intensity to decrease proportionally with the square of distance (the same as real world light) ?   *1*

   (a)   Linear

   (b)   Cubic

   (c)   Quadratic

15. Scaling directional lights does not affect the light intensity.   *1*

   (a)   True

   (b)   False

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

16. What is the difference between Bounce light and Fill light ? Explain with proper examples.   *5*

17. Explain the concept of Image Based Lighting. How does it work in Maya ?   *5*

18. Define any *two* of the following lights with one example of each in the real world :   *5*

   (a)   Point Light

   (b)   Area Light

   (c)   Volume Light