

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

**Term-End Theory Examination**

**June, 2016**

00093

**BNMI-013 : MATCHMOVING**

*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 right answer. Each question carries 1 mark.*

1. Skeletons are the underlying joint and bone \_\_\_\_\_ that let you animate your character. 1
  - (a) groups
  - (b) hierarchies
  - (c) linkings
  
2. The IK handle is drawn as a \_\_\_\_\_ line between the start and end joints of its IK chain. 1
  - (a) fixed
  - (b) curved
  - (c) straight

3. With \_\_\_\_\_ skinning, you can create stiff, articulated deformation effects. 1
- (a) rigid
  - (b) hard
  - (c) smooth
4. \_\_\_\_\_ are tools that let you transform or animate objects in ways that simple manipulation and key frame cannot. 1
- (a) Joints
  - (b) Locators
  - (c) Deformers
5. \_\_\_\_\_ constraints limit and control only translation channel of the constrained object. 1
- (a) Position
  - (b) Point
  - (c) Parent
6. The \_\_\_\_\_ is an attribute on the aim constraint that forces the constrained object to always point at the target objects. 1
- (a) aim to
  - (b) aim target
  - (c) aim vector

7. A skeleton provides a \_\_\_\_\_ model with the same underlying structure as the human skeleton gives the human body. 1
- (a) human
  - (b) biped
  - (c) deformable
8. \_\_\_\_\_ animation lets you transform objects or skeletons over time by setting keyframes. 1
- (a) Keyframe
  - (b) Pose to Pose
  - (c) Linear
9. In Maya, an audio waveform automatically displays in the \_\_\_\_\_ when you import an audio file. 1
- (a) Shelf
  - (b) Time slider
  - (c) Time range
10. Auto key automatically sets keys on attributes when you change the current time and attribute value. 1
- (a) True
  - (b) False

11. \_\_\_\_\_ in a cartoon character corresponds to what would be called charisma in an actor. 1
- (a) Arc
  - (b) Exaggeration
  - (c) Appeal
12. The movement of the human body, and most other objects, needs time to accelerate and \_\_\_\_\_. 1
- (a) stop
  - (b) slow down
  - (c) stabilize
13. To set a rotate key, which of the following shortcut keys is used ? 1
- (a) Ctrl + R
  - (b) Alt + R
  - (c) Shift + R
14. FPS stands for 1
- (a) Faces Per Set
  - (b) Film Per Second
  - (c) Frames Per Second
15. Character sets are required to create clips in Trax Editor. 1
- (a) True
  - (b) False

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

- 16.** Explain any *two* of the following deformers with examples : 5
- (a) Blend Shapes
  - (b) Wrap
  - (c) Cluster
- 17.** Explain the parent constraint and its uses. 5
- 18.** Explain the difference between smooth and rigid skin with examples. 5
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