

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

00224

Term-End Theory

June, 2011

BNMI-006 (F2F) : 3D Basics - II

Time : 1.5 hours

Maximum Marks : 30

(Weightage 30%)

Note : Attempt ALL questions.

**The following section is objective questions.
Please tick the right answers. Each question
carries 1 mark.**

1. Which of the below is not a principle of animation ?
 - (a) Secondary Animation
 - (b) Timing
 - (c) Motion

2. To use a IK Limb solver you need at least _____ bones.
 - (a) 2
 - (b) 5
 - (c) 3

3. The movement of an object can be controlled by rotation of another object with the help of Wire Parameters.
 - (a) True
 - (b) False

4. What is the shortcut to make a 3D object see through ?
- (a) Alt + C
 - (b) Alt + X
 - (c) Ctrl + X
5. To restrict 3D object's movement along a path the option is :
- (a) Path constrain
 - (b) Attachment constrain
 - (c) Look at constrain
6. Skin weights assigned to vertices can be animated.
- (a) True
 - (b) False
7. If an object needs to follow the position of another object which option is to be used ?
- (a) Position constrain
 - (b) Orientation constrain
 - (c) Path constrain
8. Footsteps in a Biped can be created only in :
- (a) Figure Mode
 - (b) Footstep Mode
 - (c) Mixer Mode

9. Motion capture data can be applied to Biped.
- (a) True
 - (b) False
10. In 3Ds Max by default the animation timeline is at :
- (a) NTSC (29.9 fps)
 - (b) PAL (25 fps)
 - (c) SECAM (25 fps)
11. In Biped the figure mode is a non animatable mode.
- (a) True
 - (b) False
12. In child and parent linking between 3D objects FK stands for :
- (a) Forward kinematics
 - (b) For kinematics
 - (c) Forward knight
13. In Reaction Manager the parameter of main/driving object is called _____.
- (a) Master
 - (b) Slave
 - (c) State

14. When a single chain of bones is created they are linked to each other through IK.
- (a) True
 - (b) False
15. In the Bone editing toolbox, to remove a selected bone but retain the chain the option used is :
- (a) Remove bone
 - (b) Delete bone
 - (c) Refine

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

1. Write a brief on Lip Sync and Facial Animation.
 2. Explain in brief Skin Wrap Modifier.
 3. Write a brief on Anticipation (animation principle) with example.
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