

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

00617

Term-End Theory
June, 2011

BNMI-011 (F2F) : CHARACTER ANIMATION

Time : 1.5 hours

Maximum Marks : 30
(Weightage 30%)

Note : *Attempt ALL questions.*

The following section carries objective questions. Please tick the right answers. Each question carries 1 Mark.

1. The Light Glow attribute is available for :
 - (a) Ambient light.
 - (b) Spot light.
 - (c) Directional light.

2. Which attributes are used to change how the brightness of a spot light beam decreases only near the edge of the beam ?
 - (a) Penumbra Radius attributes
 - (b) Fall off regions attributes
 - (c) Drop-off attributes

3. Which decay rate available in Maya lights, allows light intensity decreases proportionally with the square of distance (the same as real world light) ?
- (a) Linear
 - (b) Cubic
 - (c) Quadratic
4. Which of the following attribute of Ambient light controls the behaviour of light from Directional light to Omni-directional light ?
- (a) Ambient shade
 - (b) Intensity
 - (c) Decay
5. _____ controls the rate at which light intensity decreases from the center to the edge of the spot light beam.
- (a) Penumbra angle
 - (b) Drop off
 - (c) Cone angle
6. _____ link lights and objects, so that selected objects only cast shadows from lights with which they are linked.
- (a) Make light link
 - (b) Make shadow link
 - (c) Break light link

7. Which of the following is not a type of light source available in MAYA ?
- (a) Directional Light
 - (b) Point Light
 - (c) Tube Light
8. _____ is a type of shadow where the path of individual light rays are calculated from their source (the light) to their destination (the camera).
- (a) Area shadow
 - (b) Raytrace shadow
 - (c) Depth map shadow
9. Which of the following light has Intensity curve and Color curves attribute ?
- (a) Spot light
 - (b) Point light
 - (c) Directional light
10. Which of the following is not the type of Caustic ?
- (a) Reflected caustic
 - (b) Refracted caustic
 - (c) Rasterised caustic

11. The facility to adjust the light colour through colour range attributes by changing the value of ramp (gradient) available only in.
- (a) Spot light
 - (b) Volume light
 - (c) Area light
12. Which of the following light can be used as an Area Light in Mental Ray option ?
- (a) Spot light
 - (b) Volume light
 - (c) Ambient light
13. Which additional attribute of Depth map shadow controls the darkness of shadows appearing in the spot light fog ?
- (a) Fog Intensity
 - (b) Fog Spread
 - (c) Fog Shadow intensity
14. Of the listed ones, which is the global illumination effect where reflected light projects some of the object's diffusely reflected color onto a nearby surface ?
- (a) Color bleeding
 - (b) Color reflection
 - (c) Color spreading

15. Which of the following light controls the distribution of the light by scaling and orientation of the light icon ?
- (a) Point light
 - (b) Area light
 - (c) Directional light

Answer the below questions in brief (min 5 lines). Each question carries 5 marks.

16. Define the following lights, with one example of each in the real world (*any two*).
- (a) Point light
 - (b) Area light
 - (c) Spot light
 - (d) Volume light
17. Define the following terms with examples (*any three*)
- (a) HDRI (Image Base Lighting)
 - (b) Global illumination
 - (c) Caustic
 - (d) Final gather
18. Define the concept of Light Linking Editor of Maya. How you will use it to light up your scene, explain with one unique example.