

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

Term-End Theory
June, 2011

BNMI-013 (F2F) : MATCHMOVING

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. To set a translate key on an object which of the following hotkey is used ?
 - (a) Shift + r
 - (b) Shift + s
 - (c) Shift + w

2. 'FPS' stands for :
 - (a) Frames Per Second
 - (b) Film Per Second
 - (c) Faces Per Set

3. To view the trajectory of animation, which of the following command is used ?
- (a) Motion Trail
 - (b) Motion Path
 - (c) Animated Sweep
4. In graph Editor, Linear Tangents gives
- (a) Straight In, Straight Out motion
 - (b) Ease In, Ease Out motion
 - (c) Straight In, Ease Out motion
5. To influence mesh with the help of NURBS/Poly surfaces, which of the following command is used ?
- (a) Create Flexor
 - (b) Add influence object
 - (c) Smooth Bind
6. If the orientation of joint is 'YZX' then which axis will point towards the next child joint in a chain ?
- (a) X
 - (b) Y
 - (c) Z
7. Which of the following deformer lets you control set of object's point with variable influence ?
- (a) Cluster
 - (b) Jiggle
 - (c) Squash

8. Any NURBS shape with a Muscle Object node can be used to skin with the Muscle skin deformer.
- (a) True
 - (b) False
9. Size of joints affects the weight influence on a mesh in Maya.
- (a) True
 - (b) False
10. What is the role of 'Set Preferred Angle' Command ?
- (a) Set the preferred rotation angles of joints
 - (b) Set the preferred twist of an IK
 - (c) Set the preferred rotation of bones
11. Pole vector is only applicable to IK handle's that use the rotate plane solver.
- (a) True
 - (b) False
12. The tangents that describes the shape of the curve segment leaving a key is known as :
- (a) In Tangent
 - (b) Out Tangent
 - (c) Weighted Tangent
13. What could be the uses of Animation Clip ?
- (a) Move a clip to a different playback time
 - (b) Hold a clip to freeze its animation at a specific pose for a specified number of frames.
 - (c) Both of above.

14. 'Squash' is a type of which deformer ?
- (a) Sculpt Deformer
 - (b) Wire Tool
 - (c) Non Linear Deformer
15. You can transfer animation data from the joints of one skeleton to the joints of another skeleton with the help of which command ?
- (a) Reroot Skeleton
 - (b) Retarget Skeleton
 - (c) Orient Joint.

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

1. Explain the skinning methods available in Maya.
 2. What is Non Linear Animation ?
 3. Explain any 5 principles of animation in brief.
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