BNMI-009

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

December, 2015

BNMI-009 : FX

007001

Time : 1½ hours   *Maximum Marks : 30*

Note :   *Attempt all questions.*

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

1. Emitters generate moving or _____ particles   **1**
    as an animation plays.
    (a) static
    (b) stable
    (c) stationary

2. The connection between the emitter and emitted   **1**
    particle object is not a spatial relationship.
    (a) True   (b) False

3. Hardware rendering makes use of your   **1**
    computer's graphic hardware, and is much
    _____ than software rendering.
    (a) slower   (b) better   (c) faster

4. For _____ particle types, you must set a   **1**
    transparency attribute in the material that
    controls the particle objects color.
    (a) vector render
    (b) software render
    (c) hardware render

5. The _____ provides an intuitive way to set per particle attributes. 1
    (a) Dynamic Relationships Editor
    (b) Component Editor
    (c) Attribute Editor

6. Which of the following is the type of constraint not available in Maya Rigid body ? 1
    (a) barrier
    (b) point to surface
    (c) nail

7. Both side of a rigid body surface can collide. 1
    (a) True   (b) False

8. The particle object has one particle for each _____ or _____ in the geometry for soft body dynamics. 1
    (a) edge, vertex
    (b) edit point, vertex
    (c) cv, vertex

9. Springs can be applied on emitter particles. 1
    (a) True   (b) False

10. Which of the following options adds additional turbulence or generate bubbling and ripples to an ocean fluid ? 1
    (a) Blow   (b) Ripple   (c) Wake

11. _____ position shows how the hair behaves when you play the simulation ? 1
    (a) Rest Position Curve
    (b) Start Position Curve
    (c) Current Position Curve

12. _____ n Particle style available in the 1
    n Particle creation method ?
    (a) Streak   (b) Balls   (c) Bubble

13. Which of the following is not the cache type 1
    available in Maya Dynamics ?
    (a) Memory Cache
    (b) Virtual Cache
    (c) Particle Disk Cache

14. _____ dynamic effect is readily available in 1
    Maya ?
    (a) Fire   (b) Fumes   (c) Flame

15. Use the Paint Hair Textures tool to paint maps 1
    for _____ .
    (a) Hair Length
    (b) Baldness
    (c) Transplant Hair

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

16. Explain in brief the following concept with use of 5
    it to create any real world example. (Any two)
    (a) Volume Emitter.
    (b) Directional Emitter.
    (c) Shape Instancing.

17. Define the following Dynamic Fields available in 5
    Maya, with an example of each one. (Any two)
    (a) Gravity   (b) Uniform   (c) Air

18. Define the concept of fluid dynamics available in 5
    Maya. Explain with examples.

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