

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

Term-End Theory

December, 2015

BNMI-013 : MATCH MOVING

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

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

1. Which of the following option is used for car animation ? 1
(a) Motion Path
(b) Ghost Path
(c) Max Path
2. Which of the following option is not available in the animation editor tool in Maya ? 1
(a) Trax editor
(b) Graph editor
(c) Max editor
3. Which of the following deformer is used to create blend shapes in Maya ? 1
(a) Blend shape
(b) Morph
(c) Wave

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4. How many keys are used in a basic walk cycle of two legged character ? 1
(a) 5
(b) 3
(c) 9
5. Which of the following animation principle is used to create the tail animation ? 1
(a) Wave
(b) Overlapping
(c) Arc
6. What is the FPS (Frames Per Second) value of PAL format video ? 1
(a) 30
(b) 24
(c) 25
7. Which of the following technique used in 3D character animation ? 1
(a) Blocking pose to pose
(b) Tracing
(c) Modification
8. Which of the following tool we use for animation ? 1
(a) Move tool
(b) Lasso tool
(c) Paint selection tool
9. Which of the following type is not an animation style ? 1
(a) Mechanical
(b) Snappy
(c) Hair animation

10. You can easily use _____ to animate the rotation of an arm at the shoulder joint, but not the arm reaching for a glass. 1
- (a) FK
 - (b) IK
 - (c) RK
11. _____ are useful for goal - directed movements. 1
- (a) Inverse Kinematics
 - (b) Forward Kinematics
 - (c) Reverse Kinematics
12. With _____, you can drive the position, orientation and scale of one object with the transformation settings of another object. 1
- (a) Parenting
 - (b) Set driven key
 - (c) Constraints
13. The _____ is a component of the _____ rotate plane handle that determines where you get flipping when the IK handle crosses the pole vector. 1
- (a) Pole vector, FK
 - (b) IK, pole vector
 - (c) Pole vector, IK
14. _____ are tools that let you transform or animate objects in a ways that simple manipulation and keyframes can not. 1
- (a) Deformers
 - (b) Dynamics
 - (c) Constraints

15. With which skinning type, you can create stiff, articulated deformation effects ? 1
- (a) Stiff skinning
 - (b) Hard skinning
 - (c) Rigid skinning

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

16. Explain in brief the concept of stop motion animation with example. 5
17. Explain in brief following animation principle with an example of each. (**Any two**) 5
- (a) Slow in and slow out
 - (b) Arcs
 - (c) Secondary action
18. Explain in brief following animation constraint with an example of each. (**Any two**) 5
- (a) Scale constraint
 - (b) Parent constraint
 - (c) Geometry constraint
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