



- c) Flipping with the IK
- d) None of these
- (ix) Solve to create a spline IK handle and automatically create the spline IK NURBS curves
  - a) Select Skeleton > Create IK Spline Handle
  - b) Select Spline > Create IK Spline Handle
  - c) Select rig > Create IK Spline Handle
  - d) None of these
- (x) Select to delete an IK handle
  - a) Select the IK handle>Select File > Delete.
  - b) Select the IK handle>Select Edit > Delete.
  - c) Select the IK handle>Select merge > Delete
  - d) None of these
- (xi) Write to create a joint or joint chain
  - a) Select Chains > Create Joints
  - b) In the Rigging menu set (press F3), select Skeleton >Create Joints.
  - c) Goto NURBS Modeling
  - d) None of these
- (xii) Select to create Mirror Joints
  - a) Skeleton > Mirror Joint > to open the Mirror Joint Options
  - b) Select orient > Mirror Joint> to open the Mirror Joint Options
  - c) Rig > Mirror Joint > to open the Mirror Joint Options
  - d) None of these
- (xiii) Choose before a rigger can select the length and capacity of slings needed to lift a load, what two things must he know about the load?
  - a) Height, manufacturer
  - b) Weight, center of gravity
  - c) Color, designated pick points
  - d) None of these
- (xiv) Write which utility node is used to obtain information about the position of a Light relative to a Texture?
  - a) L texture
  - b) UV texture
  - c) Texture Illusion
  - d) Light info
- (xv) Write how do you view the polycount in maya in order to Suggest it?
  - a) Display > Heads up display > Polycount
  - b) Modify > Heads up display > Polycount
  - c) Count> display > Polycount
  - d) None of these

**Group-B**

(Short Answer Type Questions)

3 x 5=15

- 2. write what does CGI Mean? (3)
- 3. Write what do you mean by Rigging? (3)
- 4. Explain what is 3D Rendering ? (3)
- 5. Write a short note on Position controllers. (3)
- 6. Write a Short note on Bones and Joints in Rigging Animation. (3)

**OR**

Write what is Primitives? (3)

**Group-C**

(Long Answer Type Questions)

5 x 8=40

- 7. Discuss about Motion Capture (5)
- 8. Discuss about 3D Animation workflow. (5)
- 9. Justify skeletal Animation? (5)
- 10. Justify what do you mean by Ghosting in Rigging (5)
- 11. Discuss what do you mean by Gimbal Lock ? (5)
- 12. Explain what does CGI Mean? (5)
- 13. Discuss what do you mean by Key types in Graph Editor? (5)
- 14. Explain handling IK-FK (5)

**OR**

Write a short note Expression editor with rig. (5)

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