



BRAINWARE UNIVERSITY

Term End Examination 2022 Programme – B.A.(MW)-Hons-2018 Course Name – Elements of 3D Animation Part 2 Course Code - BMW501A (Semester V)

Full Marks: 70

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group-A

(Multiple Choice Type Question) 1 x 15=15 1. Choose the correct alternative from the following: (i) Select which node controls the rotation of the Chain? a) Inverse Kinematics b) Driven c) Blend Shapes d) None of these (ii) Select which solver is animate our Bones figure? a) HI b) IK c) KI d) HD (iii) Select which keys speed up the animation process for the animators? a) Driver Keys b) Set Driven Keys c) LK Kevs d) None of these (iv) Select the menu to view, modify animation curves and change animation curves value is called a) Animation Editor b) controllers Editor c) Graph Editor d) None of these (v) Select what is rigging? a) Rigging is the process of setting of a b) Rigging is the process create character character ready for animation design c) Rigging is the process of chroma character d) None of these (vi) Select once you make a shape, its important to check which of the following options? b) Base to pivot a) Slice on c) Auto grid d) Generate Mapping Cords (vii) Solve what is skinning? a) When you bind a model to a skeleton, it is b) Building the skeletons is skinning called skinning c) To animate the character d) None of these (viii) Solve you can pose and animate the joints of a joint chain using both FK and IK. This is called

b) Animation blending

a) Skinning

c) Flipping with the IK (ix) Solve to create a spline IK handle and automati	d) None of these cally create the spline IK NURBS curves	
a) Select Skeleton > Create IK Spline Handlec) Select rig > Create IK Spline Handle(x) Select to delete an IK handle	b) Select Spline > Create IK Spline Handled) None of theseb) Select the IK handle>Select Edit > Delete.d) None of these	
a) Select the IK handle>Select File > Delete.c) Select the IK handle>Select merge > Delete(xi) Write to create a joint or joint chain		
a) Select Chains > Create Joints	b) In the Rigging menu set (press F3), s Skeleton >Create Joints.	elect
c) Goto NURBS Modeling (xii) Select to create Mirror Joints	d) None of these	
a) Skeleton > Mirror Joint > to open the Mirror Joint Options	b) Select orient > Mirror Joint> to open the Mirror Joint Options	1
c) Rig > Mirror Joint > to open the Mirror Joint Options	d) None of these	
(xiii) Choose before a rigger can select the length an what two things must he know about the load?		,
a) Height, manufacturerc) Color, designated pick points(xiv) Write which utility node is used to obtain information relative to a Texture?	b) Weight, center of gravity d) None of these mation about the position of a Light	
a) L texture	b) UV texture	
c) Texture Illusion (xv) Write how do you view the polycount in maya i	d) Light info n order to Suggest it?	
a) Display > Heads up display > Polycountc) Count> display > Polycount	b) Modify > Heads up display > Polycoud) None of these	unt
Grou (Short Answer Ty	-	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 OI		(3)
Write what is Primitives?		(3)
Grou	•	F 0. 40
(Long Answer Ty	pe 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 W 2	(5)
13. Discuss what do you mean by Key types in Graph14. Explain handling IK-FK	Editor?	(5) (5)
OI	₹	` '
Write a short note Expression editor with rig.		(5)

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