



BRAINWARE UNIVERSITY

Term End Examination 2023
Programme – B.Sc.(AM)-Hons-2020
Course Name – 3D Animation II
Course Code - BMMD601A
(Semester VI)

LIBRARY
Brainware University
Barasat, Kolkata -700125

Full Marks : 60

Time : 2:30 Hours

[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) Identify, Which Key Would You Press In Order To Turn On The Pivot Point Manipulator?
 - a) Press S.
 - b) Press D or Insert..
 - c) Press T.
 - d) Press R.
- (ii) Name, Which map is an image of what you want reflected?
 - a) Bump map.
 - b) reflection map.
 - c) UV map.
 - d) All of the above.
- (iii) Identify, What is the best way to remove unwanted vertices and edges?
 - a) Hit the delete key.
 - b) Nothing can be done
 - c) Delete edge/vertex.
 - d) Hide them.
- (iv) Select, To open and change the Interactive Bind Skin Options
 - a) Select edit > Interactive Bind Skin
 - b) Select Skin > Interactive Bind Skin
 - c) Select control > Interactive Bind Skin
 - d) None of the above
- (v) Identify the full form of HDRI?
 - a) High Dynamic Range Images
 - b) Hollow Dome Range Lights
 - c) Hyper Dynamic Range Ions
 - d) None of the above
- (vi) Identify the full form of IES lights?
 - a) Incandescent Enhanced Setup
 - b) Illuminating Engineering Society
 - c) Interior Environment Setup
 - d) None of the above
- (vii) Illustrate, What is the significance of Ambient Occlusion material?
 - a) Calculating the direct and indirect lights
 - b) Creating a matte white texture
 - c) Reflecting the direct light
 - d) Create smooth shadows
- (viii) Select, In Maya , one of the following is not a non-linear deformer
 - a) Bend
 - b) Sine
 - c) Wave
 - d) Lens flare
- (ix) Name, Which is a 3D texture type?

- a) Ramp
c) Spot Image
- (x) Select, Which Of These Is A Software Renderer Type For Particles?
a) Point Light
c) Ambient Light
- (xi) Select, Which of the following BEST describes the Blend Shape deformer?
a) creates a joint system based on the topology of the surface
c) is a special object you use to control the deformation effects of rigid skinning
- (xii) Select, Which of the following is a way to control deformations using a Smooth Bind?
a) Add Influence
c) Projection Box
- (xiii) Select, Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?
a) OBJ
c) DXF
- (xiv) Identify, Tangent can be matched with _____
a) Graph Editor.
c) Move Tool.
- (xv) Identify, To apply the Smooth in polygon object in Maya we need to perform which of the following method
a) Select object > Edit Mesh > Smooth.
c) Surface > Smooth.
- b) Graph
d) All of the above
- b) Area Light
d) Lens flare
- b) allows you use several target shapes to help reshape another piece of geometry
d) lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush
- b) Flexors
d) Both A and B
- b) FBX
d) None of the above
- b) Fields
d) UV Texture Editor.
- b) Select object > Mesh > Smooth.
d) Modify > Smooth.

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Write about Solver? (3)
3. Discuss how do I render my Bifrost graph? (3)
4. Explain what is Scale constraints (3)
5. Express the difference between source clips and regular clips in Maya? (3)
6. Discuss Deforming objects in Maya (3)

OR

Discuss about Character Sets

(3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Explain what do you mean by Playblasting animation (5)
8. Explain the Delta Mush deformer (5)
9. Illustrate, Aim constraints in maya (5)
10. Express, How can you manage a character's nonlinear animation in Maya? (5)
11. Express, How can you manage a character's nonlinear animation in Maya? (5)
12. Discuss kinematics in Maya. (5)

OR

Illustrate, Simulation and Effects in maya

(5)