

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

**Term-End Theory**

**December, 2011**

**BNMI-013 (F2F) : MATCHMOVING**

*Time : 1.5 hours*

*Maximum Marks : 30*

*(Weightage 30%)*

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*Note : Attempt ALL questions.*

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The following section is objective questions.  
Please tick the right answers. Each question  
carries 1 mark.

1. Lattice is a type of \_\_\_\_\_ .
  - (a) Constraint
  - (b) Deformer
  - (c) IK Solver
  
2. To make any object travel on a particular path,  
which of the following command is used ?
  - (a) Motion Path
  - (b) Motion Trail
  - (c) Animated Sweep

3. Dope Sheet is used to adjust the values set on the key frames.
- (a) True
  - (b) False
4. In Graph Editor, which of the following tangents gives 'Ease in and Ease Out'.
- (a) Linear Tangent
  - (b) Step Tangent
  - (c) Spline Tangent
5. In IK Handle, the word 'IK' stands for \_\_\_\_\_
- (a) Internal Kinematics
  - (b) Influence Knee
  - (c) Inverse Kinematics
6. In Blend shapes, Object being deformed is known as :
- (a) Target Object
  - (b) Base Object
  - (c) Blend Object
7. 's' is a hotkey used to :
- (a) Set a key on object
  - (b) Bind a skeleton with Smooth Bind
  - (c) Add a Sculpt Deformer to an Object.

8. An IK handle which controls the joint chain with a NURBS curve is called as \_\_\_\_\_ .
- (a) IK Handle Tool
  - (b) IK Spline Handle Tool
  - (c) Full Body IK
9. In Parent Constraint, there could be multiple parent objects to one child object.
- (a) True
  - (b) False
10. Playblast is a technique which is used to :
- (a) Create blast effects
  - (b) Preview animation at real time
  - (c) Playing movie files.
11. To create non-linear Animations, which of the following tool is used ?
- (a) Graph Editor
  - (b) Blend Shape Editor
  - (c) Trax Editor
12. Any Maya joint can be converted to a capsule in 'Maya Muscle System'.
- (a) True
  - (b) False
13. In IK RP Solver, 'RP' stands for
- (a) Ring Pole
  - (b) Rotate Plane
  - (c) Rational Plane

14. If joint orientation is set to 'None', then all joint's local axis will have the orientation of
- (a) World axis
  - (b) Parent's local axis
  - (c) Parent's world axis
15. Which of the following is a type of Flexor ?
- (a) Lattice
  - (b) Cluster
  - (c) Both
16. Answer the below questions in brief. Each question carries 5 marks each.
- (a) Name the different IK Solver available in Maya. Explain each in brief.
  - (b) Name any five constraint available in constraint menu. Explain any two in brief.
  - (c) Difference Between pose to pose and straight ahead/forward Animation Technique.
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