

Total No. of printed pages = 5

**AMT-504/VFX/5th Sem(Old)/2017/N**

**VISUAL EFFECTS**

(Old Course)

Full Marks -- 70

Pass Marks -- 28

Time -- Three hours

The figures in the margin indicate full marks  
for the questions.

Illustrate your answer with suitable sketches and  
examples wherever necessary.

**PART - A**

1. Read the following questions carefully and choose the letter (a, b, c or d) that best describes the answer : 5×1=5

(i) A painted representation of a landscape, set, or distant location which allows filmmakers to create the illusion of an environment is called :

- |                    |                   |
|--------------------|-------------------|
| (a) Matte painting | (b) Background    |
| (c) Matte          | (d) Digital Paint |

[Turn over

(ii) The number of Particle Emitter type in Maya is :

- (a) 2
- (b) 4
- (c) 5
- (d) 6

(iii) In Maya a force used to animate the motion of particles, soft bodies, and rigid bodies is called :

- (a) Active body
- (b) Field
- (c) Constraint
- (d) Solver

(iv) In animation, a type of constraint that keeps an object aimed toward another object is called :

- (a) Pin Constraint
- (b) Aim Constraint
- (c) Hinge Constraint
- (d) Barrier Constraint

(v) In dynamics, a constraint that links two rigid bodies at a specified position :

- (a) Pin Constraint
- (b) Parent Constraint
- (c) Aim Constraint
- (d) Hinge Constraint.

2. Write true or false : 5×1=5

- (a) Point constraint is a tool that helps to simulate an elastic cord.
- (b) You can recreate a geometric object as a flexible object called a rigid body.
- (c) A rigid body is a polygonal or NURBS surface converted to an unyielding shape.
- (d) A goal is an object that particles follow or move towards.
- (e) Maya Fluid Effects is a technology for realistically simulating and rendering fluid motion.

3. Match the following terms from column A with column B : 5×1=5

Column – A	Column – B
(i) Emitter	Fluid
(ii) 3D Container	Particle
(iii) Constraint	Newton
(iv) Chroma Key	Aim
(v) Field	Green Screen

4. Answer the following in short :  $5 \times 2 = 10$

- (i) Define Visual Effects.
- (ii) How many categories of Visual Effects are and what are they ?
- (iii) What is Dynamics ?
- (iv) What is Particle tool ?
- (v) What are the types of emitter ?

#### PART - B

Answer Q. No. 1 and any *three* from the following :

1. Write short notes on any *three* :  $5 \times 3 = 15$

- (i) Emit from Object
- (ii) Fluid Container
- (iii) Make Collide
- (iv) Soft Body
- (v) Active Rigid Body.

2. What are the advantage of Maya Dynamics ? 10

3. What is Emitter ? Name the types of Emitters.  
10

4. What is an Instancer ? Write down the uses of Instance in Visual Effects. 10

5. What is Constraints ? Describe the types of Constraints. 10

6. Name the types of field in Maya and describe them briefly. 10