## RIGGING

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Answer any *seven* questions.

1. Explain character rigging in 3D production.

    10

2. Explain about the parent and child relationship. Differentiate between grouping and parenting.

    5+5=10

3. Differentiate between inverse kinematics and forward kinematics.    10

4. Explain about the function of driver and driven in set driven key.    10

5. Explain about the different methods of skinning.

    10

[Turn over

6. Explain about the non-linear deformers with proper diagram. 10

7. Explain about bones, joint, joint chain with proper diagram. What do you mean by hierarchy ?
6+4=10

8. What is the job of a rigging artist ? 10

9. Define the following : 5×2=10

   (a) Character set up

   (b) Biped and quadruped

   (c) Blend shape

   (d) Connection editor

   (e) Channel control.