

Total No. of printed pages = 3

AMT-405/Rigging/4th Sem/2013

## 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. What is the job of a rigging artist ? 10
2. (a) What are skeletons and joints ? 2+2=4  
(b) Name and define the different types of joints. 6
3. (i) Fill in the blanks : 5×1=5  
(a) \_\_\_\_\_ joints are joints that have joints below them in the skeleton hierarchy.  
(b) The \_\_\_\_\_ joint is the first joint in the skeleton hierarchy.

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- (c) \_\_\_\_\_ is the point around which an object rotate.
- (d) \_\_\_\_\_ constrain controls the translation of an object.
- (e) Clicking on the indicator in the time line and dragging the mouse left and right is called \_\_\_\_\_.

(ii) Match the following : 5×1=5

- (a) The file created as our work in maya \_\_\_\_\_ flot box.
- (b) Maya's keyboard shortcut \_\_\_\_\_ Node.
- (c) Maya's image file format \_\_\_\_\_ flot keys.
- (d) An element in the scene \_\_\_\_\_ .iff.
- (e) Quick method for accessing menus \_\_\_\_\_ scene file.

4. What are deformers ? Name and define the different types of deformers. 2+8=10

5. Define joint chain. Explain IK and FK.  $4+3+3=10$
6. What do you mean by skinning ? Define rigid binding and smooth binding.  $4+3+3=10$
7. Write down the steps in rigging a biped leg. 10
8. Define the following :  $5 \times 2 = 10$
- (i) Blendshape
  - (ii) Cluster
  - (iii) Bones
  - (iv) Skeleton hierarchy
  - (v) Constrain.