Total No. of printed pages = 4

AMT-504/VFX/5th Sem/2014/N

VISUAL EFFECTS

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Illustrate your answers with suitable sketches and examples wherever necessary.

A. 1. The following section is objective questions. Please select the right answer. 1×5=5

(a) In Maya, per object attribute lets you set the attribute value for all particles of the object collectively with a single value.

(i) True (ii) False.

(b) In Maya, the ..... render type is a combination of streak and multi-points render types.

(i) Sprites

(ii) Points

(iii) Multistreak.

[Turn over

(c) Image sequence can be assigned as texture in Maya Particle Sprite Render type.

(i) True (ii) False.

(d) How many rigid body constraints are available in Maya ?

(i) 2 (ii) 5 (iii) 6

(e) Which of the following Ncolth properties can be painted ?

(i) Stickness (ii) Stretch (iii) Heaviness.

B. Answer question No.2 and any *four* from the rest.

2. (a) What do you mean by RBD ? 2

(b) What do you mean by control attributes in Maya ? 3

3. (a) What do you mean by the term VFX ? 5

(b) Define the terms 'dynamics' and 'particles'. 5+5=10

4. (a) What are fields ? 2

(b) Name the different kinds of fields of dynamics and explain any three types. 8

(c) What is the difference between uniform field and gravity field in Maya ? 5

5. (a) What do you mean by Emitters ? 3

(b) Name the different types of emitters with suitable diagrams. 7

(c) Write down the steps involved in emitting particles from points on a surface. 5

6. (a) Name the different types of rigid bodies in Maya and define them. 1+4=5

(b) State the different types of constraints. Discuss any two types. 1+4=5

(c) Define the concepts of rigid body and soft body along with one example of each. 5

7. (a) Define any *two* of the following Ncolth constraints available in Maya with an example of it to create the real world effects.

(i) Component to component

(ii) Slide on surface

(iii) Tearable surface

(iv) Point to surface. 3+3=6

(b) Explain the stepwise process involved to create a realistic simulation of colth object tearing in two pieces. 9

8. (a) Write short notes on any *three* : 3×5=15

(i) Paint effect

(ii) Matt painting

(iii) Visual art

(iv) Fur.

Or

(b) What do you mean by fluid effects ? 4

(c) What are the types of fluid effects and discuss. 4+7=11