Total No. of printed pages = 5

AMT-504/VFX/5th Sem/2018/M

VISUAL EFFECTS

(Old Course)

Full Marks – 70

Pass Marks – 28

Time – Three hours

Instructions :

- 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. 1×5=5

[Turn over

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

II. The number of fluid container type in Maya is :

(a) 2 (b) 4

(c) 5 (d) 6

III. In animation, a restriction of the position, orientation, or scale of an object is called :

(a) Active Body (b) Field

(c) Constraint (d) Solver

IV. In dynamics, a constraint that links two rigid bodies at a specified position is :

(a) Pin Constraint (b) Parent Constraint

(c) Aim Constraint (d) Hinge Constraint

V. 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

2. Write true or false : 1×5=5

(a) Emitters generate moving or stationary particles as an animation plays.

(b) Point constraint is a tool that helps to simulate an elastic cord.

(c) You can recreate a geometric object as a flexible object called a rigid body.

d) Maya Fluid Effects is a technology for realistically simulating and rendering fluid motion.

(e) A rigid body is a polygonal or NURBS surface converted to an unyielding shape.

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

A	B
I. Emitter	Fluid
II. 2D Container	Surface
III. Constraint	Air
IV. Chroma Key	Pin
V. Field	Green Screen

4. Answer the following in short : 2×5=10

(i) What is Visual Effects.

(ii) Name the categories of Visual Effects.

(iii) What is Dynamics ?

(iv) What is Emitter ?

(v) What are the types of emitter ?

PART – B

Answer Q. No. 1 and any 3 (*three*) from the following :

1. Write short notes on any *three* : 5×3=15

   (i) Particle Emitter

   (ii) Constraints

   (iii) Make Collide

   (iv) Soft Body

   (v) Passive Rigid Body.

2. Write down the advantages of Maya Dynamics. 10

3. Name the types of Emitters. Explain. 10

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

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