

2021

CONCEPT OF RIGGING

Full Marks: 60

Time: Two hours

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

A. Choose The Correct Answer

1 x 5=5

1. When a baby's body is compared to a human body, how many bones are different?
 - a. 53
 - b. 206
 - c. 94
 - d. none
2. Cluster falls into which category?
 - a. Skin cluster
 - b. deformer
 - c. a And b
 - d. none
3. Ik, Fk falls under which category
 - a. ergonomics
 - b. kinematics
 - c. a And b
 - d. none
4. What will be created, if you press 'Ctrl+g' on keyboard in Maya, without select anything?
 - a. null
 - b. group
 - c. a And b

- d. none
- 5. Find the integer value
 - a. 1.1
 - b. 1
 - c. 0.1
 - d. .2

B. Fill in The Blanks

1 x 5 = 5

- 6. _____ Solver accepts the pole Vector constrain.
- 7. Ik Stands For _____
- 8. In Maya “_____” is ‘Snap to Grid ‘Shortcut.
- 9. full name of the ‘.mb’ file extension is _____
- 10. Blend shape Falls into _____ Category.

C. Write Yes/No.

1 x 10=10

- 11. In Maya, is it possible to assign a numerical name to the control\object?
- 12. Can we change the color of a control in rig?
- 13. Is it possible to add in-between shapes to the existing blend shape?
- 14. If we modify the joint radius, after binding the mesh with joints, does it impact the mesh?
- 15. We can change the pivot, after applying the constraint
- 16. In a perspective view, Is it possible to make joints along the Y axis (up-direction) in Maya?
- 17. If we key the constraint, does it works properly?
- 18. Squash is not a deformer
- 19. After binding the mesh, A joint's orientation can be modified.
- 20. We can Bind and Modify the skin influence of the nurbsCurve

D. Very Short Questions

2*6=12

- 1. Explain the difference between ‘parent’, and ‘parent constraint’.
- 2. Explain about “Maintain offset” in constraints

3. Write the difference between **connection editor** and **constraint** in your own words.
4. Write about any 2 deformers you like, explain their use with examples .
5. Explain difference between any 2 constraints.
6. Write about the significance of rigging in animation.

E. Short Questions

4*7=28

1. Explain importance of hierarchy in rigging.
2. How many types of IK solvers in Maya? explain it.
3. What is the difference between open Scene, import and reference Editor?
4. What is topology? What role does it play in rigging?
5. Write about any Three snapping tools in Maya, and mention Their shortcut keys,
6. Draw a Leg in the side view and place the joints at proper location (ie: Hip, knee,Ankle,Ball,Toe).
7. What are the advantages of using the FBX and OBJ format in 3D?
