

TILAK MAHARASHTRA VIDYAPEETH, PUNE
BACHELOR OF SCIENCE (B. SC.) (GAME ART AND DESIGN)
EXAMINATION: JUNE - 2023
FOURTH SEMESTER
Sub.: Rigging (Th) (BSGD-21-402)

Date: 20/12/2023

Total Marks:40

Time:10.00am to 12.00 pm

Instructions: All questions are compulsory.

Q. 1 Multiple choice questions

(10)

1. What is a skeleton chain in Maya ?
 - a) A series of skeletons linked together
 - b) A series of joints that are bound to the model
 - c) A series of polygonal links
 - d) A chain anchoring the skeleton
2. The _____ is the interface for your character, dictating how the character moves.
 - a) Joint
 - b) Rig
 - c) Constraint
 - d) Timeline
3. What does IK Stand for in may rig.
 - a) Inverse Kinetic
 - b) Inverse Kinematics
 - c) Inverse Kelvin
 - d) Inverted Kinematics
4. Which of the following constraint is used for rigging an Elbow in an IK Set up?
 - a) Aim Constraint
 - b) Parent Constraint
 - c) Pole Vector
 - d) IK Chain
5. Which of the following constraint allows to attach an Mesh object with a NURBS Curves
 - a) Follow Path
 - b) Motion Path
 - c) Mesh Path
 - d) Constraint Path
6. Which of the following constraint is used to Rig an Eye?
 - a) Parent Constraint
 - b) Pole Vector
 - c) Aim Constraint
 - d) None of the above
7. Freeze Transformations does what?
 - a) Reset The Select object's animations
 - b) Stops or freezes any currently running simulations
 - c) locks the selected object's current Transformations
 - d) Makes the object's object current transformations be the zero position
8. Which of the following constraints locks only rotation of selected object?
 - a) Parent
 - b) Orient
 - c) Point
 - d) Pole Vector
9. What's the best joint to start a bipedal skeleton chain?
 - a) The Pelvis Joint
 - b) The Head Joint
 - c) The Ankle Joint
 - d) The Wrist Joint
10. Why make the display size of the joints bigger?
 - a) To give the joints more resistance
 - b) So it's easier to see the joints' orientations
 - c) So they'll be visible when rendering
 - d) To activate the joints' movements

Q.2 Write short notes on. (Any two) (10)

1. How to Insert Joint? Explain process.
2. How to Mirror Joint? Explain process.
3. How to Apply the IK Handel? Explain process.

Q.3 Write the Answers of the following (Any 4) (20)

1. What is the parent Constrain?
 2. What is the Pole Vector?
 3. Explain the whole Rigging and Skiing Process.
 4. Explain the Paint Skin weight tool.
 5. What is the Parent Constrain?
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