

Course	: BCADES	Date	: 17-Feb-2026
Subject Code	: BCADES-305 (Animation)	Time	: 11:30am to 01.45pm
Subject Name	: Illusion 2	Duration	: 02.15 Hours
		Max. Marks	: 70

Answer the following (Attempt any three) (30)

- Answer the following (Attempt any four) (20)**

- Part – A (Multiple Choice Questions) (10)**

- 1 Rendering is the _____ stage in the 3D production pipeline.
A Initial B Modeling
C Texturing D Final
- 2 Which rendering method generally produces the highest quality images?
A Hardware Rendering B Vector Rendering
C Software Rendering D Real-time Rendering
- 3 Final Gathering is mainly used for:
A Direct Lighting B Global Illumination
C Texture Mapping D Particle Emission
- 4 Which object generates particles during animation playback?
A Emitter B Instancer
C Goal D Field
- 5 Which camera attribute controls the region of sharp focus?
A Focal Length B Shutter Speed
C Depth of Field D Film Gate

- 6 What is another name for Light Baking?
A Light Mapping B Global Illumination
C Ray Tracing D Depth Mapping
- 7 Which light emits light equally in all directions from its position?
A Spot Light B Point Light
C Directional Light D Area Light
- 8 Which deformer is mainly used for facial expressions in Maya?
A Lattice B Skin Cluster
C Blend Shape D Wrap Deformer
- 9 Which kinematics method is more suitable for goal-directed motion?
A Forward Kinematics B Inverse Kinematics
C Linear Kinematics D Dynamic Kinematics
- 10 Which joint is the highest joint in a skeleton hierarchy?
A Root joint B End joint
C Child joint D Parent joint

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 Bones in Maya have a physical shape and can be rendered.
- 2 A skeleton can have more than one root joint.
- 3 Mirror Joint tool can duplicate a joint chain across a specified plane.
- 4 Blend shape targets must always be deleted after creating the blend shape.
- 5 Area lights render faster than point lights in Maya.
- 6 Shadows help in grounding objects and enhancing realism in a scene.
- 7 Depth of Field is controlled by the camera's shutter speed.
- 8 Hardware rendering can generate advanced shadows and reflections more accurately than software rendering.
- 9 Render Settings window in Maya controls scene-wide render options.
- 10 Caching particle animation avoids recalculating particle dynamics every frame.
