Dr. Babasaheb Ambedkar Open University
Term End Examination March – 2021

Course	**:**	**BCA(DES)**	**Date**	**:**	**08-March-2021**
Subject Code	**:**	**BCA(DES)-208 Animation**	**Time**	**:**	**01:00pm to 03:00pm**
Subject Name	**:**	**Character Animation**	**Duration**	**:**	**02 Hours**
			Max. Marks	**:**	**50**

Section A

Answer the following (Attempt any two) **(20)**

1. List and explain various panels of Clip State Dialog.
2. Describe typical work flow while working with Character Studio.
3. Write a short note on motion flow.
4. Explain Balance Factor and how does it affect the animation?

Section B

Answer the following (Attempt any three) **(15)**

1. Explain Footstep Method in details.
2. Write about motion mixer toolbar in brief.
3. Write in brief about Character Studio.
4. Describe about how Rubber-Banding the Center Of Mass.
5. Describe in brief about various panels of Scatter Objects Dialog.

Section C

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

1 The Ghost area Frame spinners allow you to view and scrub the _____clips by displaying stick figures (ghosts)

A Source And Destination B First and Last
C Parent and Child D All of them

2 _____finds any large change in the animation that also contains a change in direction

A Noise Detector B Spike Detector
C Knee Wobble D None of them

3 _____ is readymade animation.

A Freeform B Footstep
C Motion capture D None of them

4 _____prevents delegates from colliding with objects in the scene or with each other.

A Avoid Behaviour B Orientation Behaviour
C Path Follow Behaviour D Seek Behaviour

5 The footsteps always follow this sequence

A Touch-Plant-Lift-Move B Plant-Touch-Lift-Move
C Lift-Move -Touch-Plant D Move-Touch-Plant-Lift

6 _____forces delegates to move away from a target

A Scripted Behaviour B Seek Behaviour

C Repel Behaviour D Orientation Behaviour

7 _____track is a Motion Mixer track, which allows you to stack clips on top of one another and to create automatic transitions between them.

A Transition B Layer

C Mixer D All of them

8 The Balance Factor parameter can have any value from _____

A 0 to 4 B 0 to 3

C 0 to 2 D 0 to 1

9 The _____is the direct child of the COM.

A Pelvis B Spine

C Foot D Toes

10 _____mode is used to change the biped skeletal structure and to align the biped to a mesh.

A Mixer B Figure

C Motion flow D Footstep

Part – B (Do as Directed) **(05)**

State weather the following statement are True or False

1 The COM is the root of the biped's hierarchy and the central pivot for the whole figure.

2 Footsteps are biped sub-objects.

3 The GravAccel parameter lets you scale the weight of airborne periods.

4 A structure of bone in the form of human bone structure is called Physique.

5 A state is a particular property or set of properties of a delegate's animation.

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