

### DSFX Quiz 3

Name: \_\_\_\_\_

1) Panic Room Shots Breakdowns:

- a. What was used for tracking points?
- b. How many live plates were there?
- c. What two devices were used to move the camera (both still having small bumps)?
- d. What was a challenge in the windows of the downstairs “push-in” shot?

2) Which by default interacts fully with other dynamic objects?

- a) Particle    b) Emitter    c) Active-Rigid Body    d) Passive Rigid Body

3) Can all particles be rendered by the standard Maya software renderer?

4) Could you use a track point on a car for a match-move solution? Why or why not?

5) Draw what this script does:

```
for(int $i=0; $i<5; $i++) {  
    sphere;  
    translate 0 $i 0;  
    if ($i == 3) {  
        polyCube;7  
        translate 0 -1 0;  
    }  
}
```

6) Where are the “dynamic” attributes of particles accessible via the attribute editor?

- a) Emitter    b) Field    c) ParticleShape    d) Active Key

7) Can an active rigid body be keyframed while in a dynamics solution that the rigidSolver is running?

8) What do all variables in MEL have as the first character?

9) Briefly describe how the script present in class, `cameraShake()`, functions:

10) Briefly describe how the scripts presented in class, `buildBlock()` and `buildCity()`, function.