Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021

Course Name - −Advanced Animation and CG production - 2d
Course Code - MMM402A-1

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○ M.SC.(AM)

○ M.SC.CS)

○ M.SC.(ANCS)

○ M.SC.(MM)

○ B.A.(Eng)

Answer all the questions. Each question carry one mark.

9.   1. Which of the following is a manual form of Rigged animation?

Mark only one oval.

○ Cutout Animation

○ Tween Animation

○ Stop-Motion Animation

○ None of these

10.   2. Rigging creates:

Mark only one oval.

⬭ Skeletal animation

⬭ Frame by frame animation

⬭ Both Skeletal animation and Frame by frame animation

⬭ None of these

11.   3. The creation of an Animation is a part of Development of the project. This is the
       _____ stage of the development.

Mark only one oval.

⬭ designing

⬭ supporting

⬭ creating

⬭ planning

12.   4. What is done in Post Production in Animation?

Mark only one oval.

⬭ It involves exporting or rendering out the animation frames.

⬭ Elements of Animation are Assembled.

⬭ The soundtrack, including sound effects are added.

⬭ All of these.

13.   5. Which of the following is a stage of Post Production?

Mark only one oval.

◯ Assembly stage

◯ Script Writing Stage

◯ Storyboarding Stage

◯ None of these

14.   6. The types of computer animation are

Mark only one oval.

◯ 2D computer animation

◯ 3D computer animation

◯ Both 2D computer animation & 3D computer animation

◯ None of these

15.   7. The term animation has its roots in the Latin word 'animare', meaning

Mark only one oval.

◯ "to give breath to."

◯ bring an in animate object (or virtual object) to life.

◯ Soul or sprit

◯ "to give life to"

16.   8. Animation is the _____ of movement created by showing a series of still
        pictures in rapid succession.

Mark only one oval.

⬭ Illusion

⬭ Drawing

⬭ Animation

⬭ Video

17.   9. What is the use of Size Sheet?

Mark only one oval.

⬭ To measure the size of Animation Frames

⬭ To measure the size of frames

⬭ To measure the relative Size of Characters

⬭ None of these

18.   10. _____is a technique in computer animation in which a character is
        represented in two parts: a surface representation used to draw the character and
        a hierarchical set of interconnected bones used to animate the character.

Mark only one oval.

⬭ Pivot point Animation

⬭ Bone Animation

⬭ Skeletal animation

⬭ None

19.　11. Cut Out Animation introduced in the year of_____.

Mark only one oval.

⬭ 1849

⬭ 1926

⬭ 1829

⬭ 1986

20.　12. Puppet Animation introduced in the year of_____.

Mark only one oval.

⬭ 1988

⬭ 1953

⬭ 1829

⬭ 1968

21.　13. 2D Animation was introduced in the year of_____.

Mark only one oval.

⬭ 1990

⬭ 1950

⬭ 1829

⬭ 1968

22. 14. In 2D Animation, the full form of 2D is _____.

Mark only one oval.

- Two dimensional
- Two direction
- Two director
- Two definition

23. 15. A hierarchical set of interconnected bones is called:

Mark only one oval.

- Mesh
- Spline
- Graphic Symbol
- Skeleton

24. 16. Motion tracking is also known as:

Mark only one oval.

- Match Moving
- Keying
- Clean Plate
- None of these

25. 17. Rigging relates to _____ in 3D Animation.

Mark only one oval.

◯ Bone Structure

◯ foundation

◯ Muscles

◯ None of these

26. 18. Skeletal Animation was first introduced in 1988 by:

Mark only one oval.

◯ Nadia Magnenat Thalmann, Richard Laperrière, and Daniel Thalmann.

◯ Walt Disney and his daughter

◯ Joseph Plateau and Simon von Stampfer

◯ Roger Bacon

27. 19. Animation is the process of _____ which are integrated in the multimedia and gaming products.

Mark only one oval.

◯ Designing, drawing, making layouts and preparation of photographic sequences

◯ Modeling,Lighting,texturing

◯ Video capturing,editing and compositing

◯ None of these

28. 20. A person who creates the rig for Skeletal animation in 3D Animation is called
     _____.

Mark only one oval.

   ◯ Rigging Artist

   ◯ Compositor

   ◯ Bone Animator

   ◯ Animator

29. 21. _____ is the name of the kinematic chains used in 2D computer
     animation to simulate the motions of virtual human or animal characters.

Mark only one oval.

   ◯ Skeleton.

   ◯ Bone Chain

   ◯ Armature

   ◯ None

30. 22. A person who creates Character animations is called _____.

Mark only one oval.

   ◯ Armateur

   ◯ BG Animator

   ◯ Animator

   ◯ Character Animator

31. 23. Skeletal animation has two basic variants. They are:

Mark only one oval.

- ⬭ 2D and 3D
- ⬭ Small and Big
- ⬭ Bones and Joints
- ⬭ None

32. 24. The full form of 3D is _____.

Mark only one oval.

- ⬭ Three dimensional
- ⬭ Three direction
- ⬭ Three director
- ⬭ Three definition

33. 25. A Rig has two basic parts. They are:

Mark only one oval.

- ⬭ Bones and Muscles
- ⬭ Bones and Skin
- ⬭ Bones and Mesh
- ⬭ Bones and Joints

34. 26. 3D Animation introduced in the year of_____.

Mark only one oval.

- ○ 1990
- ○ 1972
- ○ 1993
- ○ 1995

35. 27. In 3D animation the joints are animated using _____.

Mark only one oval.

- ○ Controllers
- ○ Contraints
- ○ Meshes
- ○ Vertices

36. 28. The animatic, also known as _____.

Mark only one oval.

- ○ Leica reel
- ○ Screenplay
- ○ Slug line
- ○ None of them

37. 29. Constraint can be applied for ?

Mark only one oval.

○ Controlling Joint Movement

○ Controlling Joint Rotation

○ Controlling Length of the bones

○ None

38. 30. IK stands for:

Mark only one oval.

○ International Kinematics

○ Inverse Kinematics

○ Inward Kinematics

○ None of these

39. 31. FK stands for:

Mark only one oval.

○ Following Kinematics

○ Forward Kinematics

○ Forward Kinesics

○ Following Kinesics

40. 32. What is Staging?

Mark only one oval.

◯ Its purpose is to drag the audience's attention, and make it clear what is of greatest importance in a scene.

◯ It means drawing out a scene frame by frame from beginning to end.

◯ It is used to prepare the audience for an action

◯ None of these

41. 33. For this reason, animation looks more realistic if it has more drawings near the beginning and end of an action, emphasizing the extreme poses, and fewer in the middle.

Mark only one oval.

◯ Slow In and Slow Out

◯ Follow Through

◯ Overlapping Action

◯ Pose to Pose

42. 34._____ involves starting with drawing a few key frames, and then filling in the intervals later

Mark only one oval.

◯ Pose to pose

◯ Straight ahead action

◯ Slow In and Slow Out

◯ Follow Through

43. 35. _____ is used to prepare the audience for an action, and to make the action appear more realistic.

Mark only one oval.

◯ Anticipation

◯ Straight ahead action

◯ Pose to pose

◯ Staging

44. 36. _____means drawing out a scene frame by frame from beginning to end.

Mark only one oval.

◯ pose to pose

◯ Straight ahead action

◯ Slow In and Slow Out

◯ Follow Through

45. 37. _____ creates a more fluid, dynamic illusion of movement, and is better for producing realistic action sequences.

Mark only one oval.

◯ pose to pose

◯ Straight ahead action

◯ Slow In and Slow Out

◯ Follow Through

46.   38. _____ the purpose of which is to give a sense of weight and flexibility to the objects or character.

Mark only one oval.

◯ Squash and stretch

◯ Straight ahead action

◯ Appeal

◯ Follow Through

47.   39. Adding _____ to the main action gives a scene more life, and can help to support the main action.

Mark only one oval.

◯ Secondary actions

◯ Squash and stretch

◯ Follow Through

◯ Appeal

48.   40. It gives the extreme expression or extreme action.

Mark only one oval.

◯ Exaggeration

◯ Squash and stretch

◯ Straight ahead action

◯ Appeal

49.   41. _____can be applied to simple objects, like a bouncing ball, or more
complex constructions, like the human face when he or she gives expression or
delivering dialogue.

Mark only one oval.

○ Squash and stretch

○ Straight ahead action

○ Appeal

○ Follow Through

50.   42. What are Constraint applied for?

Mark only one oval.

○ Controlling Joint Movement

○ Controlling Length of the bones

○ Controlling Joint Rotation

○ None

51.   43. Which is the correct Sequence for making an animation?

Mark only one oval.

○ Concept ..Storyboard .. Animatic .. Animation

○ Concept .. Storyboard .. Animation .. Animatic

○ Storyboard .. Concept .. Animatic .. Animation

○ Animation .. Concept .. Animatic .. Storyboard

52. 44. Which of the following is not a pose of the Walk Cycle?

Mark only one oval.

◯ Contact

◯ Passing

◯ High

◯ Crossing

53. 45. Which of the following are primary mediums of creating Expression?

Mark only one oval.

◯ Eye

◯ Eyebrows

◯ Lips

◯ All of these

54. 46. Sadness can be recognized by:.

Mark only one oval.

◯ Dropped Jaw

◯ Inner corners of eyebrows raised and brought together

◯ Raised cheeks

◯ All of these

55.   47. Anger can be categorized by:

Mark only one oval.

( ) Jaw tightly clenched

( ) Dropped Jaw

( ) Jaw hanging loosely

( ) None of them

56.   48. Fear can be created using:

Mark only one oval.

( ) Upper eyebrows raised as high as possible

( ) Eyes staring straight ahead

( ) Both Upper eyebrows raised as high as possible and Eyes staring straight ahead

( ) None of them

57.   49. Red face expresses:

Mark only one oval.

( ) Anger

( ) Fear

( ) Happiness

( ) None

58. 50. _____ makes the animated character more appealing.

Mark only one oval.

◯ Actions

◯ Properties

◯ Tools

◯ Layers

59. 51._____ are ideograms and smileys used in electronic messages and web pages.

Mark only one oval.

◯ Cliparts

◯ Icons

◯ Face buttons

◯ Emoji

60. 52. Emoticon stands for:

Mark only one oval.

◯ Emoji Icon

◯ Emotion Controller

◯ Emotion Icon

◯ None

61. 53. _____is a pictorial representation of a facial expression using characters usually punctuation marks, numbers, and letters to express a person's feelings or mood, or as a time-saving method.

Mark only one oval.

( ) Emoticon

( ) Icon

( ) Logo.

( ) Emoji

62. 54. Model sheets are :

Mark only one oval.

( ) drawings of posed cartoon or comic strip characters

( ) Photographs of Models

( ) Drawings of 3D Models

( ) None

63. 55. Facial Expression makes Animated Characters more _____.

Mark only one oval.

( ) Glossy

( ) Boring

( ) Appealing

( ) None

64.   56. _____is a special effect in motion pictures and animations that changes
       one image into another through a seamless transition.

Mark only one oval.

⬭ Motion Tween

⬭ Masking

⬭ Frame-by-Frame

⬭ Morphing

65.   57. The stacking order of viewing objects is decided by the order of the

Mark only one oval.

⬭ Scenes

⬭ Frames

⬭ Layers

⬭ Actions

66.   58. The _____ is a holding place for all symbols and imported images
       and sounds within a single Flash file.

Mark only one oval.

⬭ Library

⬭ Timeline

⬭ Properties

⬭ Tools panel

67.   59. Use _____ to compare the previous and next frames and adjust the objects in the current frame.

Mark only one oval.

( ) Snapping object

( ) Onion skinning

( ) Convert to symbol

( ) None of these

68.   60. Full form of FPS is_____.

Mark only one oval.

( ) Frames per second

( ) Frame pixel system

( ) Frames per system

( ) None of them

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