

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

Course Name - Elements of 3d Animation

Course Code - BMW401

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Answer all the questions. Each question carry one mark.

9. 1. The UV coordinates determine where exactly to apply (or map) the texture on the model. This mapping process is simply called

Mark only one oval.

- UV coordinates
- mapping
- texture mapping
- None of the above

10. 2. Which primitive has a square or rectangular base and triangular side?

Mark only one oval.

- Pyramid
- Sphere
- Cone
- Square cone

11. 3. which toolbar is the “Array” option found

Mark only one oval.

- Modify toolbar
- Extras toolbar
- Motion toolbar
- None of the above

12. 4. What is a technique used in 3D computer graphics that are meant to add more realistic lighting to a 3D scenes?

Mark only one oval.

- Global animation
- Global imagery
- Global illusion
- Global illumination

13. 5. What is the position can view of the 3D solid model as a modeler?

Mark only one oval.

- Front, Left side and SE isometric.
- Left, Right and Back
- Perspective and Right
- None of the above

14. 6. What is the shortcut key of Convert polygon selection to Vertices?

Mark only one oval.

- Shift+ F9
- Ctrl + F9
- Alt+Shift+F9
- Ctrl+Alt+F6

15. 7. What is the shortcut key of Pan in the Attribute Editor?

Mark only one oval.

- Alt + Middle mouse button.
- Alt + Left click
- F5
- None of the above

16. 8. What is the shortcut of "Selection Tool"?

Mark only one oval.

Q

W

R

E

17. 9. Which view we can see the 2d projection of the scene?

Mark only one oval.

Render View

Orthographic View

Perspective View

All of these.

18. 10. What is the full form of NURBS?

Mark only one oval.

Non-Uniform Rational B-Splines

Non-Uniform Radial B-Splines

Non-Universal Radial B-Splines

Non-Universal Rational B-Splines

19. 11. In a 3d Model, the flow of the mesh is being determined by

Mark only one oval.

- Vertices
- Edges
- Faces
- NURBS

20. 12. In order to separate a face from a mesh, which tool should you use?

Mark only one oval.

- Extrude
- Move
- Duplicate
- Extract

21. 13. In orthographic view, how many total can we get in Maya's default viewport?

Mark only one oval.

- Four
- Five
- Six
- Seven

22. 14. In 3D modelling what do you mean by “Edge Loop”

Mark only one oval.

- Is a vertices width only
- Edge loop is a continuous line of polygon edge.
- the path of polygons.
- None of the above

23. 15. There are two popular styles of polygon modeling...

Mark only one oval.

- Meshes and edges
- Box modeling and Extrusion modeling.
- Edges and Lattice
- None of the above

24. 16. Which of the following in Maya refers to the line connecting tow vertex?

Mark only one oval.

- Segment
- Extrude
- Vertex
- Spline

25. 17. True reflections - Vector based math - Computationally heavy- More bounces=More power needed - Calculates refraction

Mark only one oval.

- Topology
- Box modeling
- Ray tracing
- Stencil Maps

26. 18. The connection between a shader and texture

Mark only one oval.

- Shading Networks
- NURBS
- Anisotropic
- Ambient Light

27. 19. Software written specifically for that studio

Mark only one oval.

- Shading Networks
- Anisotropic
- File Textures
- Proprietary

28. 20. Basic shapes that act as building blocks create a project.

Mark only one oval.

- Shapes
- Primitive Shapes
- Spheres
- None of the above

29. 21. The 3D view of a shot is called _____.

Mark only one oval.

- Perspective Camera
- Top view
- Right view
- None of the above

30. 22. The starting box where you add details needed called?

Mark only one oval.

- NURBS Modeling
- Box Modeling
- Spheres Modeling
- None of the above

31. 23. Which light in Maya is used to simulate the combination of direct and indirect lighting.

Mark only one oval.

- Ambient Light
- Directional Light
- Point Light
- Spot Light

32. 24. Which lights in Maya shines evenly in all direction from small point source

Mark only one oval.

- Ambient Light
- Point Light
- Spot Light
- Directional Light

33. 25. Which light is physical based 2 dimensional rectangular light source

Mark only one oval.

- Point Light
- Directional Light
- Area light
- Ambient Light

34. 26. Which textures are commonly used either as backgrounds for objects in your scene or as reflection maps.

Mark only one oval.

- Environment textures
- Layered textures
- Reflection
- None of the above

35. 27. What is the full form of HDRI?

Mark only one oval.

- High Dynamic Range Images
- Hollow Dome Range Lights
- Hyper Dynamic Range Ions
- None of the above

36. 28. The name of the process that you can use to create a sequence of images for your scene inside Maya is?

Mark only one oval.

- Export
- Batch Rendering
- Save as
- Make Movie

37. 29. Which Editor Is Used To Create, Edit, And Connect Rendering Nodes, Such As Textures, Materials, Lights, Rendering Utilities, And Special Effects?

Mark only one oval.

- Hypershade
- Node Editor
- Graph Editor
- Light Editor

38. 30. In Maya , one of the following is not a non-linear deformer

Mark only one oval.

- Bend
- Sine
- Wave
- Lens flare

39. 31. Which light has been used for rendering the given image?

Mark only one oval.

- Area Light
- Directional Light
- Spot light
- Point Light

40. 32. Which light is used to simulate a combination of direct light and indirect light?

Mark only one oval.

- Direction light
- Ambient Light
- Spot Light
- Point light

41. 33. Which is a 3D texture type?

Mark only one oval.

- Ramp
- Graph
- Spot Img
- All of the above

42. 34. Which material type is used for representing matte surfaces with no specular highlights, such as chalk or unpolished surfaces?

Mark only one oval.

- Phong
- Lambert
- Blinn
- Anisotropic

43. 35. Which output image file formats can store the depth channels in one file

Mark only one oval.

- Max
- JPEG
- Maya IFF
- PNG

44. 36. What software can you use to edit textures externally to Maya?

Mark only one oval.

- Only Autodesk-approved software.
- Any scanning software capable of digitally scanning paintings
- Any text editing or word processing software
- All of the above

45. 37. A reflection card is used to

Mark only one oval.

- Mirror the image of the lava lamp
- Project images into the lava lamp
- Get more detail in the reflective metal of the base and cap
- Increase the gamma of the reflected image

46. 38. What was used to create the pupil for the eye texture?

Mark only one oval.

- A scan of an eye
- A pupil texture
- A black circle
- A ramp

47. 39. MISSS shaders are ... ?

Mark only one oval.

- More complex and physically accurate shaders
- Types of toon shaders
- Usually just greyscale shaders
- Low complexity shaders

48. 40. The light-colored igneous rocks are called

Mark only one oval.

- serpentine
- felsic
- mafic
- shale

49. 41. Which Of These Is A Software Renderer Type For Particles?

Mark only one oval.

- Point Light
- Area Light
- Ambient Light
- Lens flare

50. 42. Which of the following is true of the Specular Color Attribute in a Blinn Shader?

Mark only one oval.

- Has a default value of 0.5.
- Controls the color of shiny highlights on the surface
- Controls the spread of the specular highlight
- Both A and B

51. 43. What does the nConstraint Membership Tool for nCloth allow users to do?

Mark only one oval.

- Add vertices to a selected dynamic constraint
- Remove vertices from a selected dynamic constraint
- Both of the above.
- Neither of the above.

52. 44. Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?

Mark only one oval.

- OBJ
- FBX
- DXF
- None of the above

53. 45. What file formats does maya scenes save as?

Mark only one oval.

- .am.mya
- .ma.mb
- .atu.mb
- .ba.ama

54. 46. what is the hotkey, to view object in wireframe mode?

Mark only one oval.

- 4
- 5
- 6
- 7

55. 47. To extend the functionality, Maya provides a scripting language:

Mark only one oval.

- MEL or Python
- JavaScript
- C#
- Boo Script

56. 48. What does MEL stand for?

Mark only one oval.

- Maya Extreme Logo
- Maya Embedded Language
- Maya Error Language
- Maya Error Loop

57. 49. Shortcut to decrease or increase the size of the Pivot Manipulator ?

Mark only one oval.

- In the maya preferences
- Right click in the pivot
- Double click the move tool
- The+ or - Key

58. 50. Which one of these is not a scripting language you can use in Maya:

Mark only one oval.

Python

Ruby

Mel

Java

59. 51. How do you convert a procedural texture or shading network into a file texture?

Mark only one oval.

In the render setting

In the edit menu of the hypershade

In the outliner

All of thies

60. 52. What is the hotkey to view model in smooth mode?

Mark only one oval.

3

8

9

w

61. 53. What is the name of Maya's unique, stroke based geometry creation system?

Mark only one oval.

- Maya L- System
- Paint Effects
- Optical Flow
- Fluid Effects

62. 54. What channel do you put normal maps into?

Mark only one oval.

- Specular
- Diffuse
- Bump Mapping
- Incandescence

63. 55. What is the shortcut key to duplicate objects?

Mark only one oval.

- Cmd(Ctrl)+D
- Shift+ A
- Shift+G
- Alt+P

64. 56. What deformer lets you change the shape of an object into other shapes?

Mark only one oval.

- Blend Shapes
- Smooth Bind
- Sculpt Shapes
- Transfer Maps

65. 57. When zooming up close on an object and some of the object disappears, what should you adjust?

Mark only one oval.

- The Lighting
- Near Clip Plane
- Far Clip Plane
- Only Light

66. 58. Where is “Hypershade” located in the menu?

Mark only one oval.

- Window>rendering Editors>Hypershade
- Window>General Editors>Hypershade
- Render>Hypershade
- Windows>Hypershade

67. 59. What is a Playblast?

Mark only one oval.

- The Viewport
- A Low-resolution crude render
- Movie player
- mp4 Player

68. 60. What are the functions of each light in a Three-Point Lighting system?

Mark only one oval.

- Fil Light, Front Light, Side Light
- Rear Light, Top Light, Fill Light
- Back Light, Front Light, File Light
- Back Light, Fill Light, Key Light

69. 61. How can one render an animation project in maya?

Mark only one oval.

- Animation render
- File render
- Through render menu set, render, batch render
- All of above

70. 62. Which of these tools will allow you to smooth out geometry?

Mark only one oval.

- Smooth Bind
- Jiggle Deformer
- Lattice
- Sculpt Geometry Tool

71. 63. Which shading simulates global lighting on an object?

Mark only one oval.

- Ambient Occlusion
- Phong E
- Phong
- Surface Shader

72. 64. What tool will you use to connect sets of edges or faces?

Mark only one oval.

- Insert edge loop tool
- Bevel tool
- Combine Tool
- Bridge tool

73. 65. What technique can imprint shadows onto a texture?

Mark only one oval.

- Light Map baking
- Area Lighting
- Ambient Occlusion
- Point Lighting

74. 66. When you take all rendered images into a software and turn them into a single movie file is called?

Mark only one oval.

- Compositing
- Animation
- File
- None of the above

75. 67. Which Keyboard Shortcut Lets You Edit The Particle Object In Edit Mode?

Mark only one oval.

- Scene up
- Insert
- Point
- None of the above

76. 68. What is the shortcut key of Move tool, rotate tool, scale tool?

Mark only one oval.

w,e,r

q,f,g

w,r,d

f,e,r

77. 69. The best projection for UV maps for flat objects is :

Mark only one oval.

Cylindrical mapping

Spherical mapping

Planar mapping

Flat mapping

78. 70. One of the following is a Maya surface material

Mark only one oval.

Blinn

Anisotropic

Phong

All of the above option

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