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

Course Name - −Elements of 3D Animation Part 3
Course Code - BMW602A

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Mark only one oval.

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Answer all the questions. Each question carry one mark.

9.   1. What is skinning?

Mark only one oval.

⬭ When you bind a model to a skeleton, it is called skinning.

⬭ Building the skeletons is skinning

⬭ To animate the character

⬭ None of these

10.   2. To open and change the Interactive Bind Skin Options _____.

Mark only one oval.

- ⬭ Select edit > Interactive Bind Skin
- ⬭ Select Skin > Interactive Bind Skin
- ⬭ Select control > Interactive Bind Skin
- ⬭ None of these

11.   3. Once the character or object is built in the program, what is the process called of adding color, reflection, transparency, translucency and roughness?

Mark only one oval.

- ⬭ Coloring
- ⬭ Sculpting
- ⬭ Air Brushing
- ⬭ Texturing

12.   4. To create real world reflections in most software packages, the "reflection" is actually made up of three parts. Can you guess which of the following is not part of the reflection channel?

Mark only one oval.

- ⬭ Reflection
- ⬭ Specularity
- ⬭ Glossiness
- ⬭ Transparency

13. 5. Light in the real world continually bounces off of objects to illuminate an area. In the 3D software, this real world light simulation is extremely render intensive on the computer, but produces beautiful results. Can you guess what most software dubs this simulation?

Mark only one oval.

◯ Radiosity

◯ Dynamics

◯ Volumetrics

◯ Hypervoxels

14. 6. Everything in a 3D scene has to be either manually animated or calculated by the computer, as nothing is preset in the software. What is the calculation called to recreate real world effects such as gravity, wind, liquids and collisions?

Mark only one oval.

◯ Dynamics

◯ Simulations

◯ Real world events

◯ Motions

15. 7. A collection of computers linked together to render different frames of a single animation are referred to as what?

Mark only one oval.

◯ Render Farm

◯ Render Heard

◯ Render Command Module

◯ Render Unit

16. 8. A texture is basically a 2D image placed on a 3D model, including some data called

Mark only one oval.

- ◯ Mapping
- ◯ UV coordinates
- ◯ unwrapping
- ◯ None of these

17. 9. 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 these

18. 10. The action of creating or modifying UV coordinates is called

Mark only one oval.

- ◯ UV coordinates
- ◯ UV unwrapping
- ◯ texture mapping
- ◯ None of these

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

Mark only one oval.

◯ Directional Light

◯ Ambient Light

◯ Point Light

◯ Spot Light

20. 12. Which light is used to simulate sunlight because it uses parallel rays of light as if illuminating the object from far distance.

Mark only one oval.

◯ Point Light

◯ Ambient Light

◯ Directional Light

◯ Spot Light

21. 13. Which lights in Maya shines evenly in all direction from small point source

Mark only one oval.

◯ Point Light

◯ Ambient Light

◯ Spot Light

◯ Directional Light

22. 14. Which light in Maya shines a beam of light in a direction defined by a cone

Mark only one oval.

◯ Ambient Light

◯ Spot Light

◯ Point Light

◯ Directional Light

23. 15. Which light is physical based 2 dimensional rectangular light source

Mark only one oval.

◯ Area light

◯ Point Light

◯ Directional Light

◯ Ambient Light

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

Mark only one oval.

◯ Reflection

◯ Layered textures

◯ Environment textures

◯ None of these

25.   17. What is the full form of HDRI?

Mark only one oval.

⬭ Hollow Dome Range Lights

⬭ High Dynamic Range Images

⬭ Hyper Dynamic Range Ions

⬭ None of these

26.   18. What is the full form of IES lights?

Mark only one oval.

⬭ Incandescent Enhanced Setup

⬭ Interior Environment Setup

⬭ Illuminating Engineering Society

⬭ None of these

27.   19. What is the significance of Ambient Occlusion material?

Mark only one oval.

⬭ Calculating the direct and indirect lights.

⬭ Creating a matte white texture

⬭ Reflecting the direct light

⬭ Create smooth shadows.

28.   20. How many shapes of aiArea Light can we find in Maya?

Mark only one oval.

◯ One

◯ Two

◯ Three

◯ Four

29.   21. In aiSkydome light

Mark only one oval.

◯ Each pixel of the HDRI image simulate light.

◯ The Sun in the image emit light

◯ Additional light is created to emit light

◯ All of these

30.   22. The light which emits photons in all direction is called:

Mark only one oval.

◯ Area Light

◯ Directional Light

◯ Point Light

◯ None of these

31.　　23. Combining Color map and transparency map creates:

Mark only one oval.

◯ Stencil map

◯ Bump map

◯ Spot light

◯ Transform

32.　　24. For which properties of the material we can distinguish between liquid and glass?

Mark only one oval.

◯ Reflection

◯ Refraction

◯ Bump

◯ Roughness

33.　　25. For which properties of a material we can distinguish between wood and metal?

Mark only one oval.

◯ Refraction

◯ Reflection

◯ Bump

◯ Roughness

34.   26. Ray tracing in 3d signifies:

Mark only one oval.

○ Calculating the direct and indirect light

○ Calculating the color temperature

○ Calculating the color

○ All of these

35.   27. A light which is used to simulate the sun light and works by rotation is called:

Mark only one oval.

○ Direction light

○ Physical sky

○ Area Light

○ Point Light

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
- ( ) Spot light
- ( ) Directional Light
- ( ) Point Light

40.   32. Which among the following materials is a volumtric material?

Mark only one oval.

◯ Spot Light

◯ Light cool

◯ Light fog

◯ Lens flare

41.   33. Which light is uded to simulate a combination of direct light and indirect light?

Mark only one oval.

◯ Ambient Light

◯ Direction light

◯ Spot Light

◯ Point Light

42.   34. Which keyboard shortcut lets toy editi the particle object in edit mode?

Mark only one oval.

◯ Ctrl

◯ Insert

◯ Home

◯ Shift

43.   35. Which is a 3D texture type?

Mark only one oval.

⬭ Graph

⬭ Ramp

⬭ Spot Img

⬭ All of these

44.   36. Which meterial type is used for representing matte surfaces with no specular highlights, such as chalk or unpolished surfaces?

Mark only one oval.

⬭ Phong

⬭ Anisotropic

⬭ Blinn

⬭ Lambert

45.   37. Which type of light maya automatically creatye during render, if there is no light in the scene?

Mark only one oval.

⬭ Ambient Light

⬭ Spot light

⬭ Direction light

⬭ Point light

46. 38. Which output image file formats can store the depth channels in one file

Mark only one oval.

◯ Max

◯ JPEG

◯ PNG

◯ Maya IFF

47. 39. 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 these

48. 40. A reflection card is used to

Mark only one oval.

◯ Increase the gamma of the reflected image

◯ Project images into the lava lamp

◯ Get more detail in the reflective metal of the base and cap

◯ Mirror the image of the lava lamp

49.   41. 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

50.   42. MISSS shaders are ... ?

Mark only one oval.

⬭ More complex and physically accurate shaders

⬭ Types of toon shaders

⬭ Usually just greyscale shaders

⬭ Low complexity shaders

51.   43. The light-colored igneous rocks are called

Mark only one oval.

⬭ serpentine

⬭ felsic

⬭ mafic

⬭ shale

52. 44. Which Of These Is A Software Renderer Type For Particles??

Mark only one oval.

◯ Lens flare

◯ Area Light

◯ Ambient Light

◯ Point Light

53. 45. Which of the following BEST describes the Blend Shape deformer?

Mark only one oval.

◯ creates a joint system based on the topology of the surface

◯ allows you use several target shapes to help reshape another piece of geometry.

◯ is a special object you use to control the deformation effects of rigid skinning.

◯ ets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush

54. 46. Which of the following is a way to control deformations using a Smooth Bind?

Mark only one oval.

◯ Flexors.

◯ Add Influence

◯ Projection Box.

◯ Both Add Influence and Flexors.

55.   47. 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 spread of the specular highlight

⬭ Controls the color of shiny highlights on the surface

⬭ Both Has a default value of 0.5. and Controls the color of shiny highlights on the surface

56.   48. Which light(s) can be positioned using Look Through Selected Camera?

Mark only one oval.

⬭ Spot Lights.

⬭ Directional Lights.

⬭ Area Lights.

⬭ All Maya Lights

57.   49. What does the nConstraint Membership Tool for nCloth allows users to do?

Mark only one oval.

⬭ Add vertices to a selected dynamic constraint

⬭ Remove vertices from a selected dynamic constraint

⬭ Both of these

⬭ Neither Add vertices to a selected dynamic constraint and Remove vertices from a selected dynamic constraint

58.   50. 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 these

59.   51. Where will you get these lights?

Mark only one oval.

( ) Go to Ramp and click create

( ) In Menu bar, go to create option and select Lights and click on a light you need in the scene

( ) Click the Lambert

( ) None of these

60.   52. The model which is created by using basic entities of two dimensioning is called _____

Mark only one oval.

( ) Surface model

( ) Wire frame model

( ) Solid model

( ) Isometric model

61.   53. GUI stands for -

Mark only one oval.

◯ Graphics uniform interaction

◯ Graphical user interaction

◯ Graphical user interface

◯ None of these

62.   54. The process of positioning an object along a straight line path from one coordinate point to another is called -

Mark only one oval.

◯ Reflection

◯ Translation

◯ Shearing

◯ Transformation

63.   55. One of the following is not a Boolean operation type:

Mark only one oval.

◯ Union

◯ Divide

◯ Difference

◯ Intersection

64. 56. We can find "UV texture editor" in Maya under

Mark only one oval.

- ◯ Color > UV texture editor
- ◯ Create UVs > UV texture editor
- ◯ Edit UVs > UV texture editor
- ◯ Assets>UV texture editor

65. 57. In Maya UV's related with which following process?

Mark only one oval.

- ◯ Modeling
- ◯ Animation / Rigging
- ◯ Texturing
- ◯ Rendering

66. 58. The term Lofting in Maya is related with _____

Mark only one oval.

- ◯ Modeling
- ◯ Animation / Rigging
- ◯ Dynamics
- ◯ Rendering

67.   59. Match the term Clusters in Maya with _____

Mark only one oval.

◯ Texturing

◯ Dynamics

◯ Animation / Rigging

◯ Rendering

68.   60. In Maya Hypershade can be used in which of the following process?

Mark only one oval.

◯ Modeling

◯ Animation / Rigging

◯ Dynamics

◯ Rendering

69.   61. Tangent can be matched with _____

Mark only one oval.

◯ Graph Editor

◯ Fields

◯ Move Tool

◯ UV Texture Editor

70.   62. To apply the Smooth in polygon object in Maya we need to perform which of the following method

Mark only one oval.

⬭ Select object > Edit Mesh > Smooth

⬭ Select object > Mesh > Smooth

⬭ Surface > Smooth

⬭ Modify > Smooth

71.   63. Render Caustics effects with photon tracing using by

Mark only one oval.

⬭ Maya Hardware Render

⬭ Maya Vector Render

⬭ Maya Mental Ray Render

⬭ None of these

72.   64. Which Among These Fog Types Can Cast Shadows?

Mark only one oval.

⬭ Light Fog

⬭ Cast fog

⬭ Reflection

⬭ None of these

73. 65. Which Attribute For A Particle Per Object Is Set To "live Forever" In Order To Make The Particles Live For Ever?

Mark only one oval.

- Edit Mode
- OBJ Mode
- LifespanMode
- All of these

74. 66. Which Key Would You Press In Order To Turn On The Pivot Point Manipulator?

Mark only one oval.

- Press S
- Press D or Insert.
- Press T
- Press R

75. 67. Which Among The Following Materials Is A Volumetric Material?

Mark only one oval.

- UV Fog
- Light cool
- Volume Fog
- Volume Light

76.   68. Whach map is an image of what you want reflected?

Mark only one oval.

◯ Bump map

◯ reflection map

◯ UV map

◯ All of these

77.   69. Whach map is used when you have bumps and gouges that happen across a
shiny surface in a parallel way

Mark only one oval.

◯ Reflection map

◯ Light Effects

◯ Anisotropy

◯ None of these

78.   70. Which map is used when you have light either reflecting or refracting from a
curved surface

Mark only one oval.

◯ Anisotropy

◯ Caustics

◯ Low light

◯ None of these

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