

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

Course Name - -3D Rigging and Animation

Course Code - BMW602

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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 the above

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 the above

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
- Texturing
- Air Brushing

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

*Mark only one oval.*

- Render Heard
- Render Command Module
- Render Unit
- Render Farm

14. 6. 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 the above

15. 7. The action of creating or modifying UV coordinates is called \_\_\_\_\_.

*Mark only one oval.*

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

16. 8. 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

17. 9. Which light in Maya shines a beam of light in a direction defined by a cone?

*Mark only one oval.*

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

18. 10. Which light is physical based 2 dimensional rectangular light source?

*Mark only one oval.*

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

19. 11. 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.

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

*Mark only one oval.*

- One
- Two
- Three
- Four

21. 13. The light which emits photons in all direction is called\_\_\_\_\_.

*Mark only one oval.*

- Area Light
- Directional Light
- Point Light
- None of the above



22. 14. Combining Color map and transparency map creates \_\_\_\_\_.

*Mark only one oval.*

- Stencil map
- Bump map
- Spot light
- Transform

23. 15. For which properties of the material we can distinguish between liquid and glass?

*Mark only one oval.*

- Reflection
- Refraction
- Bump
- Roughness

24. 16. For which properties of a material we can distinguish between wood and metal?

*Mark only one oval.*

- Reflection
- Refraction
- Bump
- Roughness

25. 17. Ray tracing in 3d signifies \_\_\_\_\_.

*Mark only one oval.*

- Calculating the color temperature
- Calculating the direct and indirect light
- Calculating the color
- All of the above

26. 18. A light which is used to simulate the sun light and works by rotation is called \_\_\_\_\_.

*Mark only one oval.*

- Direction light
- Area Light
- Physical sky
- Point light

27. 19. 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

28. 20. In Maya , one of the following is not a non-linear deformer:

*Mark only one oval.*

- Bend
- Sine
- Wave
- Lens flare

29. 21. 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 the above

30. 22. GUI stands for \_\_\_\_\_,

*Mark only one oval.*

- Graphics uniform interaction
- Graphical user interaction
- Graphical user interface
- None of the above

31. 23. The process of positioning an object along a straight line path from one coordinate point to another is called \_\_\_\_\_.

*Mark only one oval.*

- Translation
- Reflection
- Shearing
- Transformation

32. 24. In Maya Hypershade can be used in which of the following process?

*Mark only one oval.*

- Modeling
- Animation / Rigging
- Dynamics
- Rendering

33. 25. 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

34. 26. Render Caustics effects with photon tracing using by

*Mark only one oval.*

- Maya Hardware Render
- Maya Vector Render
- Maya Mental Ray Render
- None of them

35. 27. 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 the above

36. 28. 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

37. 29. Which Among The Following Materials Is A Volumetric Material?

*Mark only one oval.*

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

38. 30. Which map is an image of what you want reflected?

*Mark only one oval.*

- Bump map
- reflection map
- UV map
- All of the above

39. 31. Which 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 the above

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

*Mark only one oval.*

- Caustics
- Anisotropy
- Low light
- None of the above

41. 33. What is the best way to remove unwanted vertices and edges?

*Mark only one oval.*

- Hit yhe delete key
- Nothing can be done
- Delete edge/vertex
- Hide them

42. 34. What file formats does maya scenes save as?

*Mark only one oval.*

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

43. 35. what is the hotkey, to view object in wireframe mode?

*Mark only one oval.*

4

5

6

7

44. 36. To extend the functionality, Maya provides a scripting language\_\_\_\_\_

*Mark only one oval.*

MEL or Python

JavaScript

C#

Boo Script

45. 37. What does MEL stand for?

*Mark only one oval.*

Maya Extreme Logo

Maya Embedded Language

Maya Error Language

Maya Error Loop



46. 38. What hot-key focuses your active view on a selected object?

*Mark only one oval.*

- Ctrl+F
- Alt+F
- TAB
- F

47. 39. 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

48. 40. 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

49. 41. Which is NOT a UV projection Method?

*Mark only one oval.*

- Volume Mapping
- Cylindrical Mapping
- Planar Mapping
- Automatic Mapping

50. 42. 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

51. 43. What channel do you put normal maps into?

*Mark only one oval.*

- Specular
- Diffuse
- Bump Mapping
- Incandescence

52. 44. What is the shortcut key to duplicate objects?

*Mark only one oval.*

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

53. 45. What is the window called that displays a lists of all polygons,lights,dynamics, groups, and etc in a maya scene?

*Mark only one oval.*

- Visor
- Outliner
- Hypergraph
- Editor

54. 46. 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

55. 47. Which of these is required to bake ambient occlusion maps?

*Mark only one oval.*

- Lambert
- Mental Ray
- Hypergraph
- All of them

56. 48. Where is “Hypershade” located in the menu?

*Mark only one oval.*

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

57. 49. 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

58. 50. Which of these tools will allow you to smooth out geometry?

*Mark only one oval.*

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

59. 51. 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

60. 52. What technique can imprint shadows onto a texture?

*Mark only one oval.*

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

61. 53. In animation, if you want a character's hand to stick to an object, while the rest of the body is free to move, what would you use on the arm?

*Mark only one oval.*

- Rigid Bind
- FK
- IK
- Precise Timing

62. 54. What does the hotkey f4 in maya do?

*Mark only one oval.*

- It closes the maya application
- Nothing
- It changes the menu bar to surface mode
- It changes the main menus to lighting

63. 55. 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

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. 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

69. 61. 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



70. 62. Which shading simulates global lighting on an object?

*Mark only one oval.*

- Ambient Occlusion
- Phong E
- Phong
- Surface Shader

71. 63. 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

72. 64. What is the full form of IES lights?

*Mark only one oval.*

- Incandescent Enhanced Setup
- Illuminating Engineering Society
- Interior Environment Setup
- None of the above

73. 65. Which keyboard shortcut lets you edit the particle object in edit mode?

*Mark only one oval.*

- Ctrl key
- Insert key
- Home key
- Shift key

74. 66. Which is a 3D texture type?

*Mark only one oval.*

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

75. 67. 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

76. 68. Which type of light Autodesk Maya automatically creates during rendering, if there is no light in the scene?

*Mark only one oval.*

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

77. 69. Which output image file formats can store the depth channels in one file

*Mark only one oval.*

- Max
- JPEG
- Maya IFF
- PNG

78. 70. 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

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