

Online Assessment (Even Sem/Part-I/Part-II Examinations 2019 - 2020)

Course Name - Elements of 3D Animation

Course Code - BMW401

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Answer all the questions. Each question carry one mark.

9. 1. TWhat are the 4 default viewports in Maya?

Mark only one oval.

- Left, Right, Top, Bottom
- Left, Top, Front, Perspective
- Birds-eye, Left, Front, Back.
- Perspective, Right, Front, Over.

10. 2. In which of the types of wireframe model is used for drawing flat objects?

Mark only one oval.

- 2D wire frame mode
- 2.5 wire frame model
- 3D wire frame model
- Solid model

11. 3. How do you change the radius of a Sphere?

Mark only one oval.

- By right-clicking the sphere and select, "Modify".
- Go under parameters and type in the requires radius
- By right-clicking the sphere and select, "Change Radius".
- None of the above

12. 4. The Press-Pull tool will _____ the face of a solid model in the direction it faces

Mark only one oval.

- Taper
- Extrude
- Spiral
- None of these

13. 5. Which toolbar has the option of changing the parameters of an object?

Mark only one oval.

- Parametric Deformers
- Mesh Deformer
- Modify
- All of these

14. 6.What is the option to create a circle?

Mark only one oval.

- Shape
- Geometry
- Sphere
- Modify panel

15. 7. The inner flat planes of a model are called

Mark only one oval.

- Faces
- Planes
- Shapes
- Banana

16. 8. Which primitive has a square or rectangular base and triangular side?

Mark only one oval.

- Pyramid
- Sphere
- Cone
- Square cone

17. 9. 3D models are often used for which visualization purposes?

Mark only one oval.

- Architectural
- Animated cartoon
- Traditional animation
- Stop Motion

18. 10. Which modifier used for creating depth for a close polyline

Mark only one oval.

- Bend
- Extrude
- Geometry
- Manifold

19. 11. What is the shortcut key to enable as well as disable axis constrain in Maya?

Mark only one oval.

- "X"
- "Y"
- "Z"
- "A"

20. 12. What is the position that can view 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 these

21. 13. Where can you find the Insert edge loop tool?

Mark only one oval.

- Mesh
- Edit Mesh
- Mesh tools
- Mesh Display

22. 14. To delete an Edge along with the vertices, what would you press in your keyboard?

Mark only one oval.

- Ctrl. + Backspace.
- Ctrl. + p
- Ctrl. + D
- Alt + Shift+ End

23. 15. In order to model a gun, which modeling technique you should use?

Mark only one oval.

- Organic modeling
- Hard surface modelling
- NURBS
- All of these

24. 16. What is the command for selecting the last used tool in Maya?

Mark only one oval.

- G
- Y
- S
- M

25. 17. What is the full form of GI in 3d?

Mark only one oval.

- General Interface
- Global Illumination
- Global Interface
- General Interaction

26. 18. Where can you find the Insert edge loop tool?

Mark only one oval.

- Mesh
- Edit Mesh
- Mesh tools
- Mesh Display

27. 19. Apply more than one material on object depending on the position of the ramp

Mark only one oval.

- Transformations
- World Origin
- Ramp Shader
- Stencil maps

28. 20. Includes translating - rotating and scaling an object in (x-y-z)

Mark only one oval.

- Transformations
- Anisotropic
- Fitting
- Segment

29. 21. In order to join two edges, which tool should you use?

Mark only one oval.

- Mirror
- Combine
- Lattice
- Bridge

30. 22. Both Add Influence and Flexors

Mark only one oval.

- OBJ
- FBX
- DXF
- None of these

31. 23. What is the shortcut key for grouping the object?

Mark only one oval.

- Ctrl+G
- Ctrl+C
- Ctrl+V
- Ctrl+S

32. 24. What is the shortcut key of Duplicate object in Maya?

Mark only one oval.

- Ctrl+D
- Ctrl+J
- Ctrl+K
- Ctrl+H

33. 25. Which view we can see the 2d projection of the scene?

Mark only one oval.

- Render View
- Orthographic View
- Perspective View
- None of these

34. 26. Fields in Maya are used to:

Mark only one oval.

- Simulate physical forces such as Gravity, wind or drag
- Caching geometries
- Set key frames on objects automatically
- None of these

35. 27. The following render engines can be used in Maya to render Fluid containers

Mark only one oval.

- Maya software
- MentalRay
- Augment
- MentalRay or Maya software

36. 28. You can adjust animation curves inside a window panel called

Mark only one oval.

- The curve editor
- The track editor
- The key editor
- The graph editor

37. 29. By using the smooth modifier, what can we add to a mesh?

Mark only one oval.

- Edge loops
- Subdivisions
- Bevels
- None of these

38. 30. Picking one arrow and scaling one direction at a time is called?

Mark only one oval.

- Non-Uniform Scaling
- Uniform Scaling
- Scaling
- None of these

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