

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

Course Name - Advanced Animation Post Production

Course Code -MMW401A

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

Mark only one oval.

- designing
- supporting
- creating
- planning

11. 3. Which of the following is a stage of Post Production?

Mark only one oval.

- Assembly stage
- Script Writing Stage
- Storyboarding Stage
- None of these

12. 4. The animation is the _____ of movement created by showing a series of still pictures in rapid succession to

Mark only one oval.

- Illusion
- Drawing
- Animation
- Video

13. 5. What is the use of the 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

14. 6. _____ 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 of these

15. 7. Puppet Animation introduced in the year of _____.

Mark only one oval.

- 1988
- 1953
- 1829
- 1968

16. 8. In 2D Animation, the full form of 2D is _____.

Mark only one oval.

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

17. 9. A hierarchical set of interconnected bones is called

Mark only one oval.

- Mesh
- Spline
- Graphic Symbol
- Skeleton

18. 10. The Animation is the process of _____ which are integrated into 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

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

Mark only one oval.

- Rigging Artist
- Composer
- Bone Animator
- Animator

20. 12. Skeletal animation has two basic variants. They are

Mark only one oval.

- 2D and 3D
- Small and Big
- Bones and Joints
- None of these

21. 13. A Rig has two basic parts. They are

Mark only one oval.

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

22. 14. In 3D animation the joints are animated using _____.

Mark only one oval.

- Controllers
- Constraints
- Meshes
- Vertices

23. 15. A constraint can be applied?

Mark only one oval.

- Controlling Joint Movement
- Controlling Joint Rotation
- Controlling Length of the bones
- None of these

24. 16. 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

25. 17. For this reason, the 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

26. 18. _____ involves starting with drawing a few keyframes and then filling in the intervals later

Mark only one oval.

- Pose to pose
- Straight ahead action
- Slow In and Slow Out
- Follow Through

27. 19. _____ 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

28. 20. _____ 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

29. 21. _____ 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

30. 22. It gives extreme expression or extreme action

Mark only one oval.

- Exaggeration
- Squash and stretch
- Straight ahead action
- Appeal

31. 23. What is Constraint applied for?

Mark only one oval.

- Controlling Joint Movement
- Controlling Length of the bones
- Controlling Joint Rotation
- None of these

32. 24. 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

33. 25. Sadness can be recognized by

Mark only one oval.

- Dropped Jaw
- Inner corners of eyebrows raised and brought together
- Raised cheeks
- All of these

34. 26. 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 these

35. 27. The red face expresses

Mark only one oval.

- Anger
- Fear
- Happiness
- None of these

36. 28. Emoticon stands for

Mark only one oval.

- Emoji Icon
- Emotion Controller
- Emotion Icon
- None of these

37. 29. _____ 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

38. 30. 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

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