

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

Course Name - 3D Rigging and Animation

Course Code - BMW602

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Answer all the questions. Each question carry one mark.

9. 1. Which node controls the rotation of the Chain?

Mark only one oval.

Inverse Kinematics

Driven

Blend Shapes

None of these

10. 2. Which keys speed up the animation process for the animators?

Mark only one oval.

- Driver Keys
- Driven Keys
- LK Keys
- None of these

11. 3. what is the full form of IK?

Mark only one oval.

- Inverted Kinematics
- Inverse Kinematic
- Independently Kinematics
- None of these

12. 4. Using which colour is the X-Axis displayed?

Mark only one oval.

- Yellow
- Red
- Black
- None of these

13. 5. To view, modify animation curves and to change animation curves' values we use _____

Mark only one oval.

- Animation Editor
- Controllers Editor
- Graph Editor
- None of these

14. 6. Once you make a shape, it's important to check which of the following options?

Mark only one oval.

- Slice on
- Base to pivot
- Auto grid
- Generate Mapping Cords

15. 7. Which of the following is useful for creating detailed arc movements?

Mark only one oval.

- Forward Kinematics
- Skeleton
- Skinning
- None of these

16. 8. To double wrap choker hitches are required when lifting a load longer than ____ feet

Mark only one oval.

- 15
- 12
- 10
- 6

17. 9. 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

18. 10. You can pose and animate the joints of a joint chain using both FK and IK. This is called _____

Mark only one oval.

- Skinning
- Animation blending
- Flipping with the IK
- None of these

19. 11. To create an IK handle on an existing joint chain:

Mark only one oval.

- Select Handle > Create IK Handle
- Select Skeleton > Create IK Handle.
- Select node > Create IK Handle
- None of these

20. 12. To create a joint or joint chain select one of the following options

Mark only one oval.

- Select Chains > Create Joints.
- In the Rigging menu set (press F3), select Skeleton > Create Joints.
- Goto NURBS Modeling
- None of these

21. 13. To open and change the Interactive Bind Skin Options select _____

Mark only one oval.

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

22. 14. _____ creates a Delta Mush deformer

Mark only one oval.

- Select Cluster > (Create) Delta Mush
- Select Deform > (Create) Delta Mush
- select Mush > (Create) Delta Mush
- None of these

23. 15. The process of building an object on the computer within a 3D space is called?

Mark only one oval.

- Sculpting
- Modeling
- Surfacing
- 3D Drawing

24. 16. Basic shapes, such as cubes, cylinders and circles that are used to model an object is called?

Mark only one oval.

- Pieces
- Shapes
- Primitives
- Parts

25. 17. Unlike traditional animation, in the world of 3D, the computer interpolates the movement between poses rather than having an artist manually animate each and every frame. What are these key poses called?

Mark only one oval.

- Graph Frames
- Static Poses
- Key Frames
- Key Positions

26. 18. 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

27. 19. 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

28. 20. What is the action of creating or modifying UV coordinates called?

Mark only one oval.

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

29. 21. Which light is used to simulate sunlight because it uses parallel rays of light as if illuminating the object from a far distance?

Mark only one oval.

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

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

Mark only one oval.

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

31. 23. Which textures are commonly used either as backgrounds for objects in a scene or as reflection maps

Mark only one oval.

- Environment textures
- Layered textures
- Reflection
- None of these

32. 24. What is the shortcut of applying parent in Maya?

Mark only one oval.

- D
- V
- Q
- P

33. 25. What is the full form of FK?

Mark only one oval.

- Forward Kinematics
- Focal Kinematics
- Figure Kinematics
- None of these

34. 26. 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 these

35. 27. What is the shortcut of previewing the lights in the Maya Viewport?

Mark only one oval.

- 5
- 6
- 7
- 8

36. 28. What is the key use of rigging?

Mark only one oval.

- Deform the character
- Animate the character
- Move the character
- Rotate the polygonal faces

37. 29. In rigging, joints can be classified as

Mark only one oval.

- Animation node
- Keyframe Node
- Transform Node
- None of these

38. 30. How many shapes of area Light can we find in Maya?

Mark only one oval.

- 1
- 2
- 3
- 4

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