BRAINWARE UNIVERSITY

Term End Examination 2019 – 20

Programme – Master of Arts in Multimedia & Web

Course Name – Advance Animation Pre Production

Course Code – MMW301A

(Semester – 3)

Time allotted: 3 Hours   **Full Marks: 70**

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group –A

(Multiple Choice Type Question)   20 x 1 = 20

1.   Answer any *twenty* from the following

(i)   Where is Maya used?

    a. Film and TV industry   b. Film industry

    c. Architectural Visualization and design   d. All of the above

(ii)   Which company owns Maya now?

    a. Autodesk   b. Marvel

    c. Alias   d. Adobe

(iii)   The types of computer animation are

    a. Stop Motion   b. Both a and c

    c. Computer Animation   d. None of these

(iv)   Each screen point is referred as____

    a. Point   b. Pixel

    c. Dots   d. Voxel

(v)   .... is the number of points per centimeter that can be plotted horizontally and vertically?

    a. Pixel Depth   b. Aspect Ratio

    c. Resolution   d. Vector & Raster

(vi)   Rigging relates to ____ in 3D Animation.

    a. Bone Structure   b. Wireframe

    c. foundation   d. Coding

(vii)   What are the 2 types of Layers in Maya software?

      a. Sidebar Layers and Playback Control Layers.

      b. Display Layers and Animation Layers.

      c. Animation Layers and Sidebar Layers.

      d. Display Layers and Playback Control Layers.

(viii) What is the use of Command Line in Maya?

      a. Programming.

      b. Keyframe animation.

      c. Playback control.

      d. Sculpting.

(ix)   What is Vertex Face?

      a. Separate the vertex individually

      b. Combine the vertex

      c. Divides the vertex into planes

      d. Convert the vertex

(x)   What is the hotkey for Move in Maya?

      a. Q

      b. W

      c. E

      d. R

(xi)   What is object Mode in Maya?

      a. It only allows selection of a complete model.

      b. It selects all faces of a highlighted model.

      c. It combines the complete model into a single mesh.

      d. It allows editing of multiple meshes.

(xii)   What is Face in Maya?

      a. Single UV plane

      b. Pixel

      c. Points

      d. Polygonal Surface

(xiii)   How you can enable the pivot re-positioning?

      a. Shift+0

      b. Ctrl+P

      c. D

      d. Ctrl+Alt+P

(xiv)   What is add Divisions?

      a. It adds edge loops.

      b. It performs Boolean operation on object.

      c. It separates face/faces from a mesh into a new object.

      d. None of these.

(xv)   How Crease Tool works?

      a. Chamfer the selected edges.

      b. Delete the selected edges.

      c. Hardens or Smoothens the selected edges

      d. Merges selected edges.

(xvi)   What type of Boolean operation combines two or more operands?

      a. Union

      b. Intersection

      c. Combine

      d. All of the above

(xvii) When sound is included in the animation, it become

    a. Audio   b. Video

    c. Both a & b   d. None of these

(xviii) The types of computer animation are

    a. 2D computer animation   b. 3D computer animation

    c. Both a & b   d. None of these

(xix) Graphics and image processing technique used to produce a transformation of one object into another is called?

    a. Half toning   b. Double exposure

    c. Animation   d. None of above

(xx) Which of the following can be implemented using animation?

    a. Fireworks   b. Fade Effect

    c. Roll-in or Roll-out   d. All of the mentioned

(xxi) The drawings are called as _____.

    a. Frames   b. Both a and d

    c. None of them   d. Blank key frame

(xxii) Animation is the _____ of movement created by showing a series of still pictures in rapid succession.

    a. Illusion   b. Drawing

    c. Animation   d. Video

(xxiii) Phenakistoscope was introduced in the year _____.

    a. 1824   b. 1830

    c. 1829   d. 1826

(xxiv) Flip-book was introduced in the year _____.

    a. 1849   b. 1868

    c. 1829   d. 1826

(xxv) Who is developed Phenakistoscope?

    a. Joseph Plateau and Simon von Stampfer.   b. Mosy

    c. Roger Bacon   d. Leonardo da Vinci

Group – B

(Short Answer Type Questions)   4 x 5 = 20

Answer any *four* from the following

2.	Define Cel animation or Traditional Animation.	5
3.	Define Puppet Animation.	5
4.	Define Anticipation.	5
5.	What is Mime?	5
6.	Define Lip sync.	5
7.	What is Video Editing?	5

Group – C

(Long Answer Type Questions)   3 x 10 = 30

Answer any *three* from the following

8.	Describe about Acting in Animation	10
9.	Describe in detail about Straight ahead Animation.	10
10.	Describe in detail about interface of 3D Maya.	10
11.	What is 2d SFX? Describe in detail about the process of create 2D SFX in animation.	10
12.	What is lip synchronization? How to apply it in Animation?	10