BRAINWARE UNIVERSITY
Term End Examination 2020 - 21
Programme – Master of Science in Multimedia
Course Name – Animation Film Making II – 3D
Course Code - MMM301A-II
Semester / Year - Semester III

Time allotted : 75 Minutes   Full Marks : 60

[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)   1 x 60=60

1.   *(Answer any Sixty)*

(i) How do you change the radius of a Sphere?

a) By right-clicking the sphere and select, "Modify".

b) Go under parameters and type in the requires radius.

c) By right-clicking the sphere and select, "Change Radius".

d) Go under Dimensions and type in the requires radius.

(ii) Which toolbar has the option of changing the parameters of an object?

a) Parametric Deformers

b) Mesh Deformer

c) Modify

d) Customize

(iii) Which primitive has a square or rectangular base and triangular side?

a) Pyramid

b) Sphere

c) Cone

d) Square cone

(iv) What is a technique used in 3D computer graphics that are meant to add more realistic lighting to a 3D scenes?

a) Global animation

b) Global imagery

c) Global illusion

d) Global illumination

(v) What is the position can view of the 3D solid model as a modeler?

a) Front, Left side and SE isometric.

b) Left, Right and Back.

c) Perspective and Right.   d) None of these

(vi) What is the shortcut key of Convert polygon selection to Vertices?
    a) Shift+ F9   b) Ctrl + F9
    c) Alt+Shift+F9   d) Ctrl+Alt+F6

(vii) What is the shortcut key of Pan in the Attribute Editor?
    a) Alt + Middle mouse button.   b) Alt + Left click
    c) F5   d) None of these

(viii) In order to join two edges, which tool should you use?
    a) Mirror   b) Combine
    c) Lattice   d) Bridge

(ix) which view we can see the 2d projection of the scene?
    a) Render View   b) Orthographic View
    c) Perspective View   d) All of these.

(x) In a 3d object, a face containing more than 4 vertices is called
    a) Quad   b) Triangle
    c) N-gon   d) Octagon.

(xi) In the default primitive shapes of Maya, which of the following is constant?
    a) Material   b) UV map
    c) vertex count   d) All of these.

(xii) What is the full form of NURBS?
    a) Non-Uniform Rational B-Splines   b) Non-Uniform Radial B-Splines
    c) Non-Universal Radial B-Splines   d) Non-Universal Rational B-Splines

(xiii) In a 3d Model, the flow of the mesh is being determined by
    a) Vertices   b) Edges
    c) Faces   d) NURBS

(xiv) What is the shortcut of Attribute Editor?
    a) Ctrl+A   b) Ctrl+C
    c) Ctrl+X   d) Alt+Tab+Ctrl

(xv) What is the command for selecting the last used tool in Maya?
    a) G   b) Y
    c) S   d) M

(xvi) What is the full form of GI in 3d?
    a) General Interface   b) Global Illumination
    c) Global Interface   d) General Interaction

(xvii) In orthographic view, how many total can we get in Maya's default viewport?
    a) Four   b) Five
    c) Six   d) Seven

(xviii) When used subdividing which parts of a polygon found ?
    a) Face Point   b) Original point
    c) Edge point   d) All of these

(xix) There are two popular styles of polygon modeling…
    a) Meshes and edges   b) Box modeling and Extrusion modeling.
    c) Edges and Lattice   d) None of these

(xx) True reflections - Vector based math - Computationally heavy- More bounces=More power needed - Calculates refraction

a) Topology   b) Box modeling

c) Ray tracing   d) Stencil Maps

(xxi) Apply more than one material on object depending on position of ramp

a) Transformations   b) World Origin

c) Ramp Shader   d) Stencil maps

(xxii) The connection between a shader and texture

a) Shading Networks   b) NURBS

c) Anisotropic   d) Ambient Light

(xxiii) Software written specifically for that studio.

a) Shading Networks   b) Anisotropic

c) File Textures   d) Proprietary

(xxiv) Includes teanslating - rotating and scaling an object in (x-y-z)

a) Transformations   b) Anisotropic

c) Fitting   d) Segment

(xxv) The 3D view of you shot….

a) Perspective Camera   b) Top view

c) Right view   d) None of these

(xxvi) The starting box where you add details needed called?

a) NURBS Modeling   b) Box Modeling

c) Spheres Modeling   d) None of these

(xxvii) Picking one arrow and scaling one direction at a time is called?

a) Non-Uniform Scaling   b) Uniform Scaling

c) Scaling   d) None of these

(xxviii) When you take all rendered images into a software and turn them into a single movie file is called?

    a) Compositing   b) Animation

    c) File   d) None of these

(xxix) Which of the following is a way to control deformations using a Smooth Bind?

    a) Add Influence   b) Flexors.

    c) Projection Box.   d) Add Influence , Flexors.

(xxx) Which of the following is true of the Specular Color Attribute in a Blinn Shader?

    a) Has a default value of 0.5.   b) Controls the color of shiny highlights on the surface.

    c) Controls the spread of the specular highlight.   d) Has a default value of 0.5. , Controls the color of shiny highlights on the surface.

(xxxi) Which of these is a material (shader) that represents matte surfaces (such as chalk, matte paint, unpolished surfaces) with no specular highlights. ?

    a) Lambert   b) Ambient

    c) Point   d) None of these

(xxxii) Which Keyboard Shortcut Lets You Edit The Particle Object In Edit Mode?

    a) Scene up   b) Insert

    c) Point   d) None of these

(xxxiii) What is the shortcut key of Move tool, rotate tool, scale tool?

    a) w,e,r   b) q,f,g

    c) w,r,d   d) f,e,r

(xxxiv) What is the shortcut key of groping the object?

a) Ctrl+G	b) Ctrl+C
c) Ctrl+V	d) Ctrl+S

(xxxv) Which Output Image File Formats Can Store The Depth Channels In One File?

a) Maya	b) Maya IFF
c) Maya X	d) None of these

(xxxvi) The best projection for UV maps for flat objects is :

a) Cylindrical mapping	b) Spherical mapping
c) Planar mapping	d) Flat mapping

(xxxvii) What is the name of the editor that contains all of the attributes for a specific object?

a) Connection editors	b) Layer editor
c) The attribute editor	d) Component editor

(xxxviii) One of the following objects will not appear in your rendered frame

a) A locator	b) A curve
c) A cluster	d) All of these

(xxxix) Fields in Maya are used to:

a) Simulate physical forces such as Gravity, wind or drag	b) Caching geometries
c) Set key frames on objects automatically	d) None of these

(xl) The 3 main components of polygon objects?

a) Point, faces and control vertices	b) Faces, edges and edit point
c) Vertices, edges and face	d) None of these

(xli) The normal UV range in the UV texture editor is?

a) 0-1   b) 1.0 -2.0

c) 0-100   d) 100-01

(xlii) You can adjust animation curves inside a window panel called:

a) The curve editor   b) The track editor

c) The key editor   d) The graph editor

(xliii) There are 3 different geometry types in Maya and they are:

a) Polygons, Bevels, NURBS   b) Subdiv, Deformers

c) NURBS, Subdiv, Polygons   d) None of these

(xliv) When you create a curve in Maya and view it's control vertices the second vertex will have the following shape

a) U Shape   b) Square shape

c) Dot shape   d) Nothing

(xlv) NURBS, polygons and _____ (or SubDivs or SubD's) are available in Maya.

a) Doo–Sabin subdivision surface   b) Edwin Catmull

c) Catmull–Clark subdivision surface   d) Subdivision surface

(xlvi) What does the hotkey F3 do in maya?

a) It changes the maya main menu to polygon group of menus.   b) It opens the render settings menu

c) It changes the maya main menu to polygon group of menus.   d) None of these

(xlvii) The model which is created by using basic entities of two dimensioning is called

a) Surface model   b) Wire frame model

c) Solid model   d) Isometric model

(xlviii) Types of models which is commonly used are _____

    a) Simple model   b) Composite model

    c) Isometric model   d) Solid model

(xlix) In which of the types of wire frame model is used for drawing flat objects?

    a) 2D wire frame model   b) 2.5 wire frame model

    c) 3D wire frame model   d) Solid model

(l) The wire frame entities are _____

    a) Plane surface   b) Ruled surface

    c) Tabulated surface   d) Polygons

(li) What is the basic part of the surface model on which the surface is to be drawn?

    a) Ruled   b) Ruler

    c) Size   d) Mesh

(lii) The basic surface modeling entities are _____

    a) Polygons   b) Circle

    c) Surface of revolution   d) Chamfers

(liii) The surface which is not to be drawn by the surface model drawn by _____

    a) Surface model   b) Wire frame model

    c) Solid model   d) Isometric model

(liv) The View toolbar will position the view of the 3-D solid toward the _____

    a) front   b) left side

    c) SE isometric   d) All of these

(lv) A cylinder can be created by drawing a rectangular shape then the _____ tool.

a) Revolve   b) Sweep

c) Extrude   d) none of these

(lvi) The 3-D commands on the Modeling toolbar include _____

a) box   b) sphere

c) extrude   d) All of these

(lvii) CAD programs which incorporate parametric modeling utilize a system in which the dimensions control the _____

a) size and shape of the model features   b) perspective of the model

c) shading used to render the model   d) All of these

(lviii) What does 3d mean?

a) movies   b) 3 dimensions

c) stereoscopic   d) computer graphic

(lix) What button on the keyboard do we hold to move the camera?

a) shift   b) command

c) control   d) alt/option

(lx) The inner flat planes of a model are called:

a) faces   b) planes

c) shapes   d) banana