BRAINWARE UNIVERSITY
Term End Examination 2020 - 21
Programme – Bachelor of Arts (Honours) in Multimedia & Web Development
Course Name – 3D Modeling and Animation
Course Code - BMW501
Semester / Year - Semester V

Time allotted : 85 Minutes   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)   1 x 70=70

1.   (Answer any Seventy)

(i) Before recording an animation what is important to select?

a) Animation Key   b) Auto Key

c) Initial Key   d) Start Key

(ii) 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.

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

a) Parametric Deformers   b) Mesh Deformer

c) Modify   d) Customize

(iv) What is the option to create a circle?

a) Shape   b) Geometry

c) Sphere   d) Modify panel

(v) Which solver is animate our "Bones" figure?

a) HI   b) IK

c) KI   d) HD

(vi) Which primitive has a square or rectangular base and triangular side?
   a) Pyramid   b) Sphere
   c) Cone   d) Square cone

(vii) Which modifier used for creating depth for a close polyline?
   a) Bend   b) Extrude
   c) Geometry   d) Manifold

(viii) What is the shortcut key to enable as well as disable axis constrain in Maya?
   a) "X"   b) "Y"
   c) "Z"   d) "A"

(ix) What is the option in 3D that regenerate your final image or animation?
   a) Playing   b) Save
   c) Generation   d) Rendering

(x) A Maya file saves as a, which file?
   a) Maya   b) MAX
   c) M.Ma   d) MDS

(xi) What is the shortcut key for Open Scene in Maya?
   a) Ctrl+O   b) "Q"
   c) Ctrl+A   d) "C"

(xii) What is the default scripting tool for 3D Studio Max?
   a) MEL scripts   b) ASP.NET
   c) Visual Basic for Applications   d) Visual Basic.NET

(xiii) 3D models are often used for which visualization purposes?

a) Architectural

b) Animated cartoon

c) Traditional animation

d) Stop Motion

(xiv) 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

(xv) Which NURBS element is being represented by the Yellow colored line in the given image?

a) Playing

b) Isoparm

c) Colored

d) None of these

(xvi) Which type of Light Maya automatically creates during render, if there is no light in the scene?

a) Omni light

b) Directional light

c) Scene light

d) None of these

(xvii)

Which light is used to simulate a combination of Direct light and Indirect light?

a) Ambient Light

b) Point Light

c) Normal Light

d) Spot Light

(xviii) Which output image file formats can store the depth channels in one file?

a) Max.ai

b) Maya IFF

c) Mds

d) MTL

(xix) Which editor is used to create edit and connect rendering nodes such as Textures, Materials, Lights, Rendering Utilities and Special Effects?

a) Lambert

b) Manifold

c) Hypershade

d) None of these

(xx) Which type of attribute is typically used in an expression to control a combination of other attributes?

a) Custom attributes

b) Textures attributes

c) Typically attributes

d) None of these

(xxi) How do you view the polycount in maya in order to Suggest it?

a) Display > Heads up display > Polycount   b) Modify > Heads up display > Polycount

c) Count> display > Polycount

d) None of these

(xxii) What is the type of geometric model of a three- dimensional object, in which the basic shape is made up of points, or vertices, connected by edges.

a) Poly

b) Mesh

c) Materials

d) Lambert

(xxiii) To delete an Edge along with the vertices, what would you press in your keyboard?

a) Ctrl. + Backspace.

b) Ctrl. + p

c) Ctrl. + D

d) Alt + Shift+ End

(xxiv) What provides controls for manipulating a mesh object made up of triangular faces as an object during the production of the character?

a) Mesh

b) Editable mesh

c) Ramp Shader

d) None of these

(xxv) 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

(xxvi) 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

(xxvii) 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

(xxviii) What is the shortcut of "Selection Tool"?
 a) Q   b) W
 c) E   d) R

(xxix) Where can you find the Insert edge loop tool?
 a) Mesh   b) Edit Mesh
 c) Mesh tools   d) Mesh Display

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

(xxxi) Which tool can be used for NURBS modelling?
 a) Revolve   b) Export Selection
 c) Extract   d) All of these

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

(xxxiii) 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

(xxxiv) By using the smooth modifier, what can we add to a mesh?

a) Edge loops

b) Subdivisions

c) Bevels

d) None of these

(xxxv) 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

(xxxvi) In UV editing, the final unwrapped UV map should be placed in between the scale of

a) 0-1

b) 0-10

c) 0-100

d) There is no such specific parameter

(xxxvii) In a 3d Model, the flow of the mesh is being determined by

a) Vertices

b) Edges

c) Faces

d) NURBS

(xxxviii) What is the command for selecting the last used tool in Maya?

a) G

b) Y

c) S

d) M

(xxxix) In order to separate a face from a mesh, which tool should you use?

a) Extrude

b) Move

c) Duplicate

d) Extract

(xl) In which format can we export the final output in Maya?

a) PNG   b) JPEG

c) TIFF   d) All of these

(xli) In orthographic view, how many total can we get in Maya's default viewport?

a) Four   b) Five

c) Six   d) Seven

(xlii) Which Light Is Used To Simulate A Combination Of Direct Light And Indirect Light?

a) Ambient light   b) Spot light

c) Normal   d) None of these

(xliii) Which Light Has Been Used For Rendering The Given Image?

a) cool light   b) Spot light

c) night light   d) Ambient light

(xliv) Which Light Is Represented By The Icon In The Given Image?

a) Spot light   b) Ambient light

c) Normal   d) point light

(xlv) What is the syntax to add a single-line comment in a script?

a) "//"   b) "<>"

c) ","   d) "=="

(xlvi) The ViewCube is an on-screen 3D navigation element that does which of the following?

a) Creates a multicamera rig to navigate through your scene

b) Provides feedback about stereo cameras and performs calculations to produce anaglyph images

c) Enables you to quickly and easily switch between views.

d) Provides feedback about the current camera view in relation to the 3D scene

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

a) Add Influence

b) Flexors.

c) Projection Box.

d) Both Add Influence and Flexors.

(xlviii) To composite two layers together you would use

a) Composition settings

b) Garbage Mask

c) Remap Color

d) Blend & Comp

(xlix) 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) Both Has a default value of 0.5. and Controls the color of shiny highlights on the surface.

(l) Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?

a) OBJ

b) FBX

c) DXF

d) None of these

(li) What is meant by 'sampling'?

a) The amount of Rendering Layers to be calculated in an image

b) The amount of times the software will examine different areas of a pixel

c) The number of photons that get emitted into the scene.

d) None of these

(lii) When you parent constrain two objects the constraining objects will control the following attributes on the other object:

a) The Scale Attributes only

b) The Translate Attributes only

c) The Scale and Translate Attributes only   d) The Translate Attributes, The Rotate Attributes.

(liii) The name of the process that you can use to create a sequence of images for your scene inside Maya is?

a) Save as.   b) Export

c) Rendering or batch rendering   d) Make movie

(liv) What is the shortcut key of Creates a new drawing view in maya?

a) Ctrl+ B   b) Alt + D

c) Alt + C   d) Alt + V

(lv) What is the shortcut key of Maximise viewport ?

a) Ctrl + W   b) Alt + W

c) Ctrl+Shift+ W   d) None of the above

(lvi) What is the shortcut key of Extrude mode in maya?

a) Shift + E   b) Alt + X

c) Alt +Shift + E   d) All of these

(lvii) When used subdividing which parts of a polygon found ?

a) Face Point   b) Original point

c) Edge point   d) All of these

(lviii) A lattice works just like a

a) All of these   b) Rigging the model

c) Curve except that it is a whole surface   d) Apply the dynamics effects

(lix) 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

(lx) Which node controls the rotation of the Chain ?

a) Inverse Kinematics
b) Driven

c) Blend Shapes
d) None of these

(lxi) Which keys speed up the animation process for the animators?

a) Driver Keys
b) Driver Keys

c) LK Keys
d) None of these

(lxii) What is the full form of IK?

a) Inverted Kinematics
b) Inverse Kinematic

c) Independently Kinematics
d) None of these

(lxiii) Which is the vital step one the skeleton has been created?

a) FK
b) Weight painting

c) Skinning
d) 3D Model

(lxiv) What is the way of joint tool in maya scene?

a) Skeleton> Joint Tool
b) NURBS> Joint Tool

c) Edit > Joint Tool
d) None of these

(lxv) Which of the following in 3D Max refers to the line connecting tow vertex?

a) Segment
b) Extrude

c) Vertex
d) Spline

(lxvi) The X Axis is Displayed using what color?

a) Yellow
b) Red

c) Black
d) None of these

(lxvii) In Which scene state you can manipulate the attached objects?

a) Xref Object.
b) Attached Objects

c) PathDeform Object.   d) Objects.

(lxviii) A _____ uses the world space position of one object to control the world space position of another object.

    a) point constraint   b) IK

    c) Point object   d) None of these

(lxix) Which is the study of the motion of objects ?

    a) Limitations Shade   b) Kinematics

    c) Constraint   d) All of these

(lxx) What is the way to open the graph editor ?

    a) Windows>Animation Editors> Graph Editor   b) Edit>Animation Editors> Graph Editor.

    c) Curves>Animation Editors> Graph Editor.   d) All of these