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Brainware University
Barasat, Kolkata - 700123

Term End Examination 2021 - 22
Programme – Bachelor of Science (Honours) in Multimedia
Course Name – 3D Animation II
Course Code - BMMD601A
(Semester VI)

Time : 1 Hr.15 Min.

Full Marks : 60

[The figure in the margin indicates full marks.]

Group-A

(Multiple Choice Type Question)

1 x 60=60

Choose the correct alternative from the following :

- (1) To open and change the Interactive Bind Skin Options
 - a) Select edit > Interactive Bind Skin
 - b) Select Skin > Interactive Bind Skin
 - c) Select control > Interactive Bind Skin
 - d) None of the above
- (2) To create real world reflections in most software packages, the "reflection" is actually made up of three parts. Can you guess which of the following is not part of the reflection channel?
 - a) Reflection
 - b) Specularity
 - c) Glossiness
 - d) Transparency
- (3) 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?
 - a) Dynamics
 - b) Simulations
 - c) Real world events
 - d) Motions
- (4) A texture is basically a 2D image placed on a 3D model, including some data called
 - a) Mapping
 - b) UV coordinates
 - c) unwrapping
 - d) None of the above
- (5) The action of creating or modifying UV coordinates is called
 - a) UV coordinates
 - b) UV unwrapping
 - c) texture mapping
 - d) None of the above
- (6) Which light is used to simulate sunlight because it uses parallel rays of light as if illuminating the object from far distance.
 - a) Point Light
 - b) Ambient Light
 - c) Directional Light
 - d) Spot Light
- (7) Which light in Maya shines a beam of light in a direction defined by a cone

- a) Spot Light
c) Point Light
- b) Ambient Light
d) Directional Light
- (8) Which textures are commonly used either as backgrounds for objects in your scene or as reflection maps.
- a) Environment textures
c) Reflection
- b) Layered textures
d) None of the above
- (9) What is the full form of IES lights?
- a) Incandescent Enhanced Setup
c) Interior Environment Setup
- b) Illuminating Engineering Society
d) None of the above
- (10) How many shapes of aiArea Light can we find in Maya?
- a) One
c) Three
- b) Two
d) Four
- (11) The light which emits photons in all direction is called:
- a) Area Light
c) Point Light
- b) Directional Light
d) None of the above
- (12) For which properties of the material we can distinguish between liquid and glass?
- a) Reflection
c) Bump
- b) Refraction
d) Roughness
- (13) Ray tracing in 3d signifies:
- a) Calculating the color temperature
c) Calculating the color
- b) Calculating the direct and indirect light
d) All of the above
- (14) The name of the process that you can use to create a sequence of images for your scene inside Maya is?
- a) Export
c) Save as
- b) Batch Rendering
d) Make Movie
- (15) In Maya, one of the following is not a non-linear deformer
- a) Bend
c) Wave
- b) Sine
d) Lens flare
- (16) Which among the following materials is a volumetric material?
- a) Light fog
c) Spot light
- b) Light cool
d) Lens flare
- (17) Which keyboard shortcut lets you edit the particle object in edit mode?
- a) Ctrl
c) Home
- b) Insert
d) Shift
- (18) Which material type is used for representing matte surfaces with no specular highlights, such as chalk or unpolished surfaces?
- a) Phong
c) Blinn
- b) Lambert
d) Anisotropic
- (19) What software can you use to edit textures externally to Maya?
- a) Only Autodesk-approved software.
c) Any text editing or word processing software
- b) Any scanning software capable of digitally scanning paintings
d) All of the above
- (20) What was used to create the pupil for the eye texture?
- a) A scan of an eye
- b) A pupil texture

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- c) A black circle
- (21) The light-colored igneous rocks are called
- a) serpentine
c) mafic
- d) A ramp
- b) felsic
d) shale
- (22) Which of the following BEST describes the Blend Shape deformer?
- a) creates a joint system based on the topology of the surface
c) is a special object you use to control the deformation effects of rigid skinning.
- b) allows you use several target shapes to help reshape another piece of geometry.
d) lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush
- (23) Which of the following is true of the Specular Color Attribute in a Blinn Shader?
- a) Has a default value of 0.5.
c) Controls the spread of the specular highlight
- b) Controls the color of shiny highlights on the surface
d) Both A and B
- (24) What does the nConstraint Membership Tool for nCloth allows users to do?
- a) Add vertices to a selected dynamic constraint
c) Both of the above.
- b) Remove vertices from a selected dynamic constraint
d) Neither of the above.
- (25) Where will you get these lights?
- a) Go to Ramp and click create
c) Click the Lambert
- b) In Menu bar, go to create option and select Lights and click on a light you need in the scene
d) None of the above
- (26) GUI stands for -
- a) Graphics uniform interaction
c) Graphical user interface
- b) Graphical user interaction
d) None of the above
- (27) The process of positioning an object along a straight line path from one coordinate point to another is called -
- a) Translation
c) Shearing
- b) Reflection
d) Transformation
- (28) One of the following is not a Boolean operation type:
- a) Union
c) Intersection
- b) Difference
d) Divide
- (29) In Maya UV's related with which following process?
- a) Modeling
c) Texturing
- b) Animation / Rigging
d) Rendering
- (30) Match the term Clusters in Maya with _____
- a) Texturing
c) Animation / Rigging
- b) Dynamics
d) Rendering
- (31) Tangent can be matched with _____
- a) Graph Editor
c) Move Tool
- b) Fields
d) UV Texture Editor
- (32) Render Caustics effects with photon tracing using by
- a) Maya Hardware Render
c) Maya Mental Ray Render
- b) Maya Vector Render
d) None of them

- c) TAB
d) F
- (47) Shortcut to decrease or increase the size of the Pivot Manipulator ?
a) In the maya preferences
b) Right click in the pivot
c) Double click the move tool
d) The+ or - Key
- (48) Which one of these is not a scripting language you can use in Maya:
a) Python
b) Ruby
c) Mel
d) Java
- (49) How do you convert a procedural texture or shading network into a file texture?
a) In the render setting
b) In the edit menu of the hypershade
c) In the outliner
d) All of thies
- (50) What is the hotkey to view model in smooth mode?
a) 3
b) 8
c) 9
d) w
- (51) Which is NOT a UV projection Method?
a) Volume Mapping
b) Cylindrical Mapping
c) Planar Mapping
d) Automatic Mapping
- (52) What is the name of Maya's unique, stroke based geometry creation system?
a) Maya L- System
b) Paint Effects
c) Optical Flow
d) Fluid Effects
- (53) What channel do you put normal maps into?
a) Specular
b) Diffuse
c) Bump Mapping
d) Incandescence
- (54) What is the shortcut key to duplicate objects?
a) Cmd(Ctrl)+D
b) Shift+ A
c) Shift+G
d) Alt+P
- (55) What is the window called that displays a lists of all polygons,lights,dynamics, groups, and etc in a maya scene?
a) Visor
b) Outliner
c) Hypergraph
d) Editor
- (56) What deformer lets you change the shape of an object into other shapes?
a) Blend Shapes
b) Smooth Bind
c) Sculpt Shapes
d) Transfer Maps
- (57) Which of these is required to bake ambient occlusion maps?
a) Lambert
b) Mental Ray
c) Hypergraph
d) All of them
- (58) When zooming up close on an object and some of the object disappears, what should you adjust?
a) The Lighting
b) Near Clip Plane
c) Far Clip Plane
d) Only Light
- (59) Where is "Hypershade" located in the menu?
a) Window>rendering Editors>Hypershade
b) Window>General Editors>Hypershade
c) Render>Hypershade
d) Windows>Hypershade
- (60) What is a Playblast?
a) The Viewport
b) A Low-resolution crude render

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