BRAINWARE UNIVERSITY

Term End Examination 2021 - 22
Programme – Bachelor of Arts (Honours) in Multimedia & Web Development
Course Name – 3D Rigging and Animation
Course Code - BMW602
(Semester VI)

Time : 1 Hr.25 Min.   Full Marks : 70

[The figure in the margin indicates full marks.]

Group-A

(Multiple Choice Type Question)   1 x 70=70

Choose the correct alternative from the following :

(1) What is skinning?

a) When you bind a model to a skeleton, it is ca lled skinning.   b) Building the skeletons is skinning

c) To animate the character   d) None of the above

(2) 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

(3) Once the character or object is built in the program, what is the process called of adding color, reflection, transparency, translucency and roughness?

a) Coloring   b) Sculpting

c) Texturing   d) Air Brushing

(4) 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

(5) A collection of computers linked together to render different frames of a single animation are referred to as what?

a) Render Heard   b) Render Command Module

c) Render Unit   d) Render Farm

(6) 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

(7) The action of creating or modifying UV coordinates is called _____.

a) UV coordinates

b) UV unwrapping

c) texture mapping

d) None of the above

(8) Which light in Maya is used to simulate the combination of direct and indirect lighting?

a) Ambient Light

b) Directional Light

c) Point Light

d) Spot Light

(9) 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

(10) Which lights in Maya shines evenly in all direction from small point source?

a) Ambient Light

b) Point Light

c) Spot Light

d) Directional Light

(11) Which light in Maya shines a beam of light in a direction defined by a cone?

a) Spot Light

b) Ambient Light

c) Point Light

d) Directional Light

(12) Which light is physical based 2 dimensional rectangular light source?

a) Point Light

b) Directional Light

c) Area light

d) Ambient Light

(13) Which textures are commonly used either as backgrounds for objects in your scene or as reflection maps?

a) Environment textures

b) Layered textures

c) Reflection

d) None of the above

(14) What is the significance of Ambient Occlusion material?

a) Calculating the direct and indirect lights.

b) Creating a matte white texture

c) Reflecting the direct light

d) Create smooth shadows.

(15) How many shapes of aiArea Light can we find in Maya?

a) One

b) Two

c) Three

d) Four

(16) In aiSkydome light _____.

a) Each pixel of the HDRI image simulate light.

b) The Sun in the image emit light

c) Additional light is created to emit light

d) All of the above.

(17) The light which emits photons in all direction is called_____.

a) Area Light

b) Directional Light

c) Point Light

d) None of the above

(18) Combining Color map and transparency map creates _____.

a) Stencil map

b) Bump map

c) Spot light

d) Transform

(19) For which properties of the material we can distinguish between liquid and glass?

a) Reflection

b) Refraction

c) Bump

d) Roughness

(20) For which properties of a material we can distinguish between wood and metal?

a) Reflection

b) Refraction

c) Bump

d) Roughness

(21) Ray tracing in 3d signifies _____.

a) Calculating the color temperature

b) Calculating the direct and indirect light

c) Calculating the color

d) All of the above

(22) A light which is used to simulate the sun light and works by rotation is called _____
_____.

a) Direction light

b) Area Light

c) Physical sky

d) Point light

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

a) Export

b) Batch Rendering

c) Save as

d) Make Movie

(24) In Maya , one of the following is not a non-linear deformer:

a) Bend

b) Sine

c) Wave

d) Lens flare

(25) Where will you get these lights?

a)
Go to Ramp and click create

b) In Menu bar, go to create option and select L ights and click on a light you need in the sce ne

c) Click the Lambert

d) None of the above

(26) 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

(27) GUI stands for _____,

a) Graphics uniform interaction

b) Graphical user interaction

c) Graphical user interface

d) None of the above

(28) The process of positioning an object along a straight line path from one coordinate poin t to another is called _____.

a) Translation

b) Reflection

c) Shearing

d) Transformation

(29) In Maya Hypershade can be used in which of the following process?

a) Modeling

b) Animation / Rigging

c) Dynamics

d) Rendering

(30) Tangent can be matched with _____

a) Graph Editor

b) Fields

c) Move Tool

d) UV Texture Editor

(31) To apply the Smooth in polygon object in Maya we need to perform which of the follo wing method:

a) Select object > Edit Mesh > Smooth

b) Select object > Mesh > Smooth

c) Surface > Smooth

d) Modify > Smooth

(32) Render Caustics effects with photon tracing using by

a) Maya Hardware Render

b) Maya Vector Render

c) Maya Mental Ray Render

d) None of them

(33) Which Among These Fog Types Can Cast Shadows?

a) Light Fog

b) Cast fog

c) Reflection

d) None of the above

(34) Which Attribute For A Particle Per Object Is Set To "live Forever" In Order To Make The Particles Live For Ever?

a) Edit Mode

b) OBJ Mode

c) LifespanMode

d) All of the above

(35) Which Key Would You Press In Order To Turn On The Pivot Point Manipulator?

a) Press S

b) Press D or Insert.

c) Press T

d) Press R

(36) Which Among The Following Materials Is A Volumetric Material?

a) UV Fog

b) Light cool

c) Volume Fog

d) Volume Light

(37) Whach map is an image of what you want reflected?

a) Bump map

b) reflection map

c) UV map

d) All of the above

(38) Which map is used when you have bumps and gouges that happen across a shiny surface in a parallel way?

a) Reflection map

b) Light Effects

c) Anisotropy

d) None of the above

(39) Which map is used when you have light either reflecting or refracting from a curved surface

a) Caustics

b) Anisotropy

c) Low light

d) None of the above

(40) Which option allows you to render shadows?

a) Translucence

b) Bump Mapping

c) Raytrace

d) Incandescence

(41) What is the best way to remove unwanted vertices and edges?

a) Hit yhe delete key

b) Nothing can be done

c) Delete edge/vertex

d) Hide them

(42) What file formats does maya scenes save as?

a) .am.mya

b) .ma.mb

c) .atu.mb

d) .ba.ama

(43) what is the hotkey, to view object in wireframe mode?

a) 4

b) 5

c) 6

d) 7

(44) To extend the functionality, Maya provides a scripting language_____

a) MEL or Python

b) JavaScript

c) C#

d) Boo Script

(45) What does MEL stand for?

a) Maya Extreme Logo

b) Maya Embedded Language

c) Maya Error Language

d) Maya Error Loop

(46) What hot-key focuses your active view on a selected object?

a) Ctrl+F

b) Alt+F

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) What is a Playblast?

   a) The Viewport   b) A Low-resolution crude render

   c) Movie pleyer   d) mp4 Pleyer

(59) How can one render an animation project in maya?

   a) Animation render   b) File render

   c) Through render menu set, render, batch render   d) All of above

(60) What tool will you use to connect sets of edges or faces?

a) Insert edge loop tool

b) Bevel tool

c) Combine Tool

d) Bridge tool

(61) In animation, if you want a character's hand to stick to an object, while the rest of the b
ody is free to move, what would you use on the arm?

a) Rigid Bind

b) FK

c) IK

d) Precise Timing

(62) What does the nConstraint Membership Tool for nCloth allows users to do?

a) Add vertices to a selected dynamic constrain
t

b) Remove vertices from a selected dynamic co
nstraint

c) Both of the above.

d) Neither of the above.

(63) One of the following is not a Boolean operation type:

a) Union

b) Difference

c) Intersection

d) Divide

(64) In Maya UV's related with which following process?

a) Modeling

b) Animation / Rigging

c) Texturing

d) Rendering

(65) Match the term Clusters in Maya with _____

a) Texturing

b) Dynamics

c) Animation / Rigging

d) Rendering

(66) When zooming up close on an object and some of the object disappears, what should y
ou adjust?

a) The Lighting

b) Near Clip Plane

c) Far Clip Plane

d) Only Light

(67) What is the full form of HDRI?

a) High Dynamic Range Images

b) Hollow Dome Range Lights

c) Hyper Dynamic Range Ions

d) None of the above

(68) Which Editor Is Used To Create, Edit, And Connect Rendering Nodes, Such As Textur
es, Materials, Lights, Rendering Utilities, And Special Effects?

a) Hypershade

b) Node Editor

c) Graph Editor

d) Light Editor

(69) Which among the following materials is a volumtric material?

a) Light fog

b) Light cool

c) Spot light

d) Lens flare

(70) Which keyboard shortcut lets you edit the particle object in edit mode?

a) Ctrl key

b) Insert key

c) Home key

d) Shift key