

BRAINWARE UNIVERSITY

Term End Examination 2021 - 22 Programme – Master of Science in Animation & Multimedia Course Name – Advanced Animation and CG Production-2d Course Code - MMM402A-I (Semester IV)

Time allotted: 1 Hrs.15 Min.	Full Marks : 6	0
[The figure in the marg	in indicates full marks.]	
Gro	up-A	
(Multiple Choice Type Question) 1 x		0
Choose the correct alternative from the following:		
(1) Which of the following is a manual form of Rigg	ged animation?	
a) Cutout Animation	b) Tween Animation	
c) Stop-Motion Animation	d) None of these	
(2) The creation of an Animation is a part of Develor stage of the development.	opment of the project. This is the	
a) designing	b) supporting	
c) creating	d) planning	
(3) Which of the following is a stage of Post Produc	tion?	
a) Assembly stage	b) Script Writing Stage	
c) Storyboarding Stage	d) None of these	
(4) The term animation has its roots in the Latin wor	rd 'animare', meaning	
a) "to give breath to."	b) bring an in animate object (or virtual object) to life.)
c) Soul or sprit	d) "to give life to"	
(5) What is the use of Size Sheet?		
a) To measure the size of Animation Frames	b) To measure the size of frames	
c) To measure the relative Size of Characters	d) None of these	
(6) Cut Out Animation introduced in the year of		
a) 1849	b) 1926	
c) 1829	d) 1986	
(7) 2D Animation was introduced in the year of		

a) 1990	b) 1950
c) 1829	d) 1968
(8) A hierarchical set of interconnected bones is	called:
a) Mesh	b) Spline
c) Graphic Symbol	d) Skeleton
(9) Rigging relates to in 3D Animation.	
a) Bone Structure	b) foundation
c) Muscles	d) None of these
(10) Animation is the process of whi gaming products.	ch are integrated in the multimedia and
a) Designing, drawing, making layouts and preparation of photographic sequences	b) Modeling, Lighting, texturing
c) Video capturing, editing and compositing	d) None of these
(11) is the name of the kinema simulate the motions of virtual human or anim	tic chains used in 2D computer animation to
simulate the motions of virtual human or anii	mal characters.
a) Skeleton.	b) Bone Chain
c) Armature	d) None
(12) Skeletal animation has two basic variants. The	ney are:
a) 2D and 3D	b) Small and Big
c) Bones and Joints	d) None
(13) A Rig has two basic parts. They are:	
a) Bones and Muscles	b) Bones and Skin
c) Bones and Mesh	d) Bones and Joints
(14) In 3D animation the joints are animated using	g
a) Controllers	b) Contraints
c) Meshes	d) Vertices
(15) Constraint can be applied for ?	
a) Controlling Joint Movement	b) Controlling Joint Rotation
c) Controlling Length of the bones	d) None
(16) FK stands for:	
a) Following Kinematics	b) Forward Kinematics
c) Forward Kinesics	d) Following Kinesics
(17) For this reason, animation looks more realists and end of an action, emphasizing the extrem	
a) Slow In and Slow Out	b) Follow Through
c) Overlapping Action	d) Pose to Pose
(18) Its purpose is to drag the audience's attention importance in a scene.	, and make it clear what is of greatest
a) Pose to pose	b) Straight ahead action
c) Slow In and Slow Out	d) Staging
(19) means drawing out a scene fram	me by frame from beginning to end.
a) pose to pose	b) Straight ahead action
c) Slow In and Slow Out	d) Follow Through

objects or character.	ense of weight and flexibility to the
a) Squash and stretch	b) Straight ahead action
c) Appeal	d) Follow Through
(21) It gives the extreme expression or extreme action	
a) Exaggeration	b) Squash and stretch
c) Straight ahead action	d) Appeal
(22) What are Constraint applied for?	-) - 1 F - · · ·
a) Controlling Joint Movement	b) Controlling Length of the bones
c) Controlling Joint Rotation	d) None
(23) Which is the correct Sequence for making an ani	,
a) ConceptStoryboard Animatic Animation	b) Concept Storyboard Animation Animatic
c) Storyboard Concept Animatic Animation	d) Animation Concept Animatic Storyboard
(24) Which of the following is not a pose of the Walk	Cycle?
a) Contact	b) Passing
c) High	d) Crossing
(25) Which of the following are primary mediums of	creating Expression?
a) Eye	b) Eyebrows
c) Lips	d) All of these
(26) Sadness can be recognized by:.	
a) Dropped Jaw	b) Inner corners of eyebrows raised and brought together
c) Raised cheeks	d) All of these
(27) Anger can be categorized by:	
a) Jaw tightly clenched	b) Dropped Jaw
c) Jaw hanging loosely	d) None of them
(28) Fear can be created using:	
a) Upper eyebrows raised as high as possible	b) Eyes staring straight ahead
c) Both a and b	d) None of them
(29) Red face expresses:	
a) Anger	b) Fear
c) Happiness	d) None
(30) makes the animated character m	nore appealing.
a) Actions	b) Properties
c) Tools	d) Layers
(31) are ideograms and smileys used i	n electronic messages and web pages.
a) Cliparts	b) Icons
c) Face buttons	d) Emoji
(32) Emoticon stands for:	
a) Emoji Icon	b) Emotion Controller
c) Emotion Icon	d) None

	t a facial expression using characters	
usually punctuation marks, numbers, and letter as a time-saving method.	s to express a person's feelings or mood, or	
a) Emoticon	b) Icon	
c) Logo.	d) Emoji	
(34) Model sheets are :		
 a) drawings of posed cartoon or comic strip characters 	b) Photographs of Models	
c) Drawings of 3D Models	d) None	
(35) Facial Expression makes Animated Characters	,	
a) Glossy	b) Boring	
c) Appealing	d) None	
into another through a seamless transition.	es and animations that changes one image	
a) Motion Tween	b) Masking	
c) Frame-by-Frame	d) Morphing	
(37) The stacking order of viewing objects is decide	ed by the order of the	
a) Scenes	b) Frames	
c) Layers	d) Actions	
(38) The is a holding place sounds within a single Flash file.	for all symbols and imported images and	
a) Library	b) Timeline	
c) Properties	d) Tools panel	
(39) Use to compare the previous and ne current frame.	xt frames and adjust the objects in the	
a) Snapping object	b) Onion skinning	
c) Convert to symbol	d) None of these	
(40) Full form of FPS is		
a) Frames per second	b) Frame pixel system	
c) Frames per system	d) None of them	
(41) How many types of symbols are in Animate?		
a) 5	b) 3	
c) 4	d) 6	
(42) Which one is an Animate software format file?		
a) .swf	b) .pdf	
c) .doc	d) .deg	
(43) This panel indicates what settings are being us those settings.	ed for objects and allows you to change	
a) Properties	b) Tools	
c) Library	d) Timeline	
(44) These are objects that have been converted so that you can use the same image a number of times in a movie.		
a) Layer	b) Symbol	
c) Clipart	d) Tween	

(45) The keyboard shortcut of creating a frame is	
a) F6	b) F3
c) F5	d) F7
(46) This red indicator at the top of the Timeline move current frame displayed on the Stage.	es as a document plays to indicate the
a) Play head or CTI	b) Playback control
c) Onion skinning	d) Timeline
(47) The keyboard shortcut of creating a blank frame	is
a) F6	b) F3
c) F5	d) F7
(48) The drawings are called as	
a) Frames	b) Symbols
c) None of them	d) Blank key frame
(49) Which of these are types of frames.	
a) Frame,keyframe,blank keyframe	b) Graphic, Movie clip, Button
c) Classic, Motion, Shape	d) None of these
(50) help you organize the artwork in our do	cument.
a) Symbol	b) Frames
c) Scene	d) Layers
(51) Ideas can arrive from	
a) Book	b) Newspaper
c) Thought	d) All of them
(52) Adobe Animate software first release in the year	of .
a) 1996	b) 1990
c) 1992	d) 1994
(53) Anime characters are characterised by:	,
a) Squiggle Eyes	b) Blushing Cheeks
c) Make up laden face	d) All of these
(54) The audio recording for animation is also called	,
a) Voice recording	b) Re-recording
c) Dubbing	d) None
(55) Any Sound that is created by characters or object	,
a) Diegetic sound	b) Non – diegetic sound
c) Dialogue	d) Narration
(56) Any Sound that originates outside the Stage or So	,
a) Diegetic sound	b) Non – diegetic sound
c) Dialogue	d) Narration
(57) What is the full form of ADR?	<i>a)</i>
a) Automatic Dialogue Recording	b) Automatic Dialogue Recording
c) Automated Dialogue Replacement	d) Automatic Dialogue Replacement
(58) Foley Sound is created in the :	a, riacomano Dialogue Replacement
a) Pre-production Stage	b) Production Stage
a) i ic-production stage	of I roduction stage

c) Final Output		d) Post Production
(59) For Lip Synchron	nisation the Lip moveme	ents are matched with:
a) Consonantsc) Vowels and some consonants		b) Vowels
		d) None
(60)	is a form of audio	Post – production.
a) Recording		b) Fostering
c) Mastering		d) Dubbing