



## BRAINWARE UNIVERSITY

**Term End Examination 2021 - 22**

**Programme – Master of Science in Animation & Multimedia**

**Course Name – Advanced Animation and CG Production-3d**

**Course Code - MMM402A-II**

**( Semester IV )**

**Time allotted : 1 Hrs.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) What is skinning?
 

a) When you bind a model to a skeleton, it is called 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) Light in the real world continually bounces off of objects to illuminate an area. In the 3D software, this real world light simulation is extremely render intensive on the computer, but produces beautiful results. Can you guess what most software dubs this simulation?
 

a) Dynamics	b) Volumetrics
c) Hypervoxels	d) Radiosity
- (6) 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
- (7) 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
- (8) 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
- (9) The UV coordinates determine where exactly to apply (or map) the texture on the model. This mapping process is simply called
- a) UV coordinates
  - b) mapping
  - c) texture mapping
  - d) None of the above
- (10) The action of creating or modifying UV coordinates is called
- a) UV coordinates
  - b) UV unwrapping
  - c) texture mapping
  - d) None of the above
- (11) 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
- (12) 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
- (13) 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
- (14) 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
- (15) Which light is physical based 2 dimensional rectangular light source
- a) Point Light
  - b) Directional Light
  - c) Area light
  - d) Ambient Light
- (16) 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
- (17) 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
- (18) What is the full form of IES lights?
- a) Incandescent Enhanced Setup
  - b) Illuminating Engineering Society
  - c) Interior Environment Setup
  - d) None of the above

- (19) 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.
- (20) How many shapes of aiArea Light can we find in Maya?
- a) One
  - b) Two
  - c) Three
  - d) Four
- (21) 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.
- (22) The light which emits photons in all direction is called:
- a) Area Light
  - b) Directional Light
  - c) Point Light
  - d) None of the above
- (23) Combining Color map and transparency map creates:
- a) Stencil map
  - b) Bump map
  - c) Spot light
  - d) Transform
- (24) For which properties of the material we can distinguish between liquid and glass?
- a) Reflection
  - b) Refraction
  - c) Bump
  - d) Roughness
- (25) For which properties of a material we can distinguish between wood and metal?
- a) Reflection
  - b) Refraction
  - c) Bump
  - d) Roughness
- (26) 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
- (27) 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
- (28) 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
- (29) Which Editor Is Used To Create, Edit, And Connect Rendering Nodes, Such As Textures, Materials, Lights, Rendering Utilities, And Special Effects?
- a) Hypershade
  - b) Node Editor
  - c) Graph Editor
  - d) Light Editor
- (30) In Maya , one of the following is not a non-linear deformer
- a) Bend
  - b) Sine
  - c) Wave
  - d) Lens flare
- (31) Which light has been used for rendering the given image?
- a) Area Light
  - b) Directional Light
  - c) Spot light
  - d) Point Light
- (32) Which among the following materials is a volumtric material?

- a) Light fog  
c) Spot light
- b) Light cool  
d) Lens flare
- (33) Which light is used to simulate a combination of direct light and indirect light?  
a) Direction light  
c) Spot Light
- b) Ambient Light  
d) Point light
- (34) Which keyboard shortcut lets you edit the particle object in edit mode?  
a) Ctrl  
c) Home
- b) Insert  
d) Shift
- (35) Which is a 3D texture type?  
a) Ramp  
c) Spot Image
- b) Graph  
d) All of the above
- (36) 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
- (37) Which type of light Maya automatically creates during render, if there is no light in the scene?  
a) Direction light  
c) Spot light
- b) Ambient Light  
d) Point light
- (38) Which output image file formats can store the depth channels in one file  
a) Max  
c) Maya IFF
- b) JPEG  
d) PNG
- (39) 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
- (40) A reflection card is used to  
a) Mirror the image of the lava lamp  
c) Get more detail in the reflective metal of the base and cap
- b) Project images into the lava lamp  
d) Increase the gamma of the reflected image
- (41) What was used to create the pupil for the eye texture?  
a) A scan of an eye  
c) A black circle
- b) A pupil texture  
d) A ramp
- (42) MIPSS shaders are ... ?  
a) More complex and physically accurate shaders  
c) Usually just grayscale shaders
- b) Types of toon shaders  
d) Low complexity shaders
- (43) The light-colored igneous rocks are called  
a) serpentine  
c) mafic
- b) felsic  
d) shale
- (44) Which Of These Is A Software Renderer Type For Particles?  
a) Point Light  
c) Ambient Light
- b) Area Light  
d) Lens flare
- (45) Which of the following BEST describes the Blend Shape deformer?

- a) creates a joint system based on the topology of the surface
- b) allows you use several target shapes to help reshape another piece of geometry.
- c) is a special object you use to control the deformation effects of rigid skinning.
- d) lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush
- (46) Which of the following is a way to control deformations using a Smooth Bind?
- a) Add Influence
- b) Flexors.
- c) Projection Box.
- d) Both A and B
- (47) 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 A and B
- (48) Which light(s) can be positioned using Look Through Selected Camera?
- a) Spot Lights.
- b) Directional Lights.
- c) Area Lights.
- d) All Maya Lights
- (49) What does the nConstraint Membership Tool for nCloth allows users to do?
- a) Add vertices to a selected dynamic constraint
- b) Remove vertices from a selected dynamic constraint
- c) Both of the above.
- d) Neither of the above.
- (50) 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 the above
- (51) Where will you get these lights?
- a) Go to Ramp and click create
- b) In Menu bar, go to create option and select Lights and click on a light you need in the scene
- c) Click the Lambert
- d) None of the above
- (52) 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
- (53) GUI stands for -
- a) Graphics uniform interaction
- b) Graphical user interaction
- c) Graphical user interface
- d) None of the above
- (54) The process of positioning an object along a straight line path from one coordinate point to another is called -
- a) Translation
- b) Reflection
- c) Shearing
- d) Transformation
- (55) One of the following is not a Boolean operation type:
- a) Union
- b) Difference
- c) Intersection
- d) Divide
- (56) We can find “UV texture editor” in Maya under
- a) Color > UV texture editor
- b) Create UVs > UV texture editor

c) Edit UVs > UV texture editor

d) Assets>UV texture editor

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

a) Modeling

b) Animation / Rigging

c) Texturing

d) Rendering

(58) The term Lofting in Maya is related with \_\_\_\_\_

a) Modeling

b) Animation / Rigging

c) Dynamics

d) Rendering

(59) Match the term Clusters in Maya with \_\_\_\_\_

a) Texturing

b) Dynamics

c) Animation / Rigging

d) Rendering

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

a) Modeling

b) Animation / Rigging

c) Dynamics

d) Rendering