BRAINWARE UNIVERSITY

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

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) 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

(3) 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

(4) 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

(5) 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

(6) 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

(7) 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

(8) Which light is physical based 2 dimensional rectangular light source

a) Point Light   b) Directional Light

c) Area light   d) Ambient Light

(9) 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

(10) 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.

(11) 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.

(12) Combining Color map and transparency map creates:

a) Stencil map   b) Bump map

c) Spot light   d) Transform

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

a) Reflection   b) Refraction

c) Bump   d) Roughness

(14) 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

(15) 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

(16) Which light has been used for rendering the given image?

a) Area Light   b) Directional Light

c) Spot light   d) Point Light

(17) Which light is uded to simulate a combination of direct light and indirect light?

a) Direction light   b) Ambient Light

c) Spot Light   d) Point light

(18) Which is a 3D texture type?

a) Ramp   b) Graph

c) Spot Img   d) All of the above

(19) Which type of light maya automatically creatye during render, if there is no light in the scene?

a) Direction light   b) Ambient Light

c) Spot light   d) Point light

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

a) Max   b) JPEG

c) Maya IFF   d) PNG

(21) A reflection card is used to

a) Mirror the image of the lava lamp   b) Project images into the lava lamp

c) Get more detail in the reflective metal of the   d) Increase the gamma of the reflected image
   base and cap

(22) MISSS shaders are ... ?

a) More complex and physically accurate shaders   b) Types of toon shaders

c) Usually just greyscale shaders   d) Low complexity shaders

(23) Which Of These Is A Software Renderer Type For Particles?

a) Point Light   b) Area Light

c) Ambient Light   d) Lens flare

(24) 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

(25) Which light(s) can be positioned using Look Through Selected Camera?

a) Spot Lights.   b) Directional Lights.

c) Area Lights.   d) All Maya Lights

(26) 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

(27) 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

(28) 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

(29) 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

(30) The term Lofting in Maya is related with _____

a) Modeling   b) Animation / Rigging

c) Dynamics   d) Rendering

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

a) Modeling   b) Animation / Rigging

c) Dynamics   d) Rendering

(32) To apply the Smooth in polygon object in Maya we need to perform which of the
     following method

a) Select object > Edit Mesh > Smooth

b) Select object > Mesh > Smooth

c) Surface > Smooth

d) Modify > Smooth

(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) Whach 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) 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

    c) Movie pleyer   d) mp4 Pleyer