



# 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 allotted : 1 Hrs.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) 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) 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
- (4) 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
- (5) 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
- (6) Which light is physical based 2 dimensional rectangular light source?
  - a) Point Light
  - b) Directional Light
  - c) Area light
  - d) Ambient Light
- (7) 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.
- (8) 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.

- (9) Combining Color map and transparency map creates \_\_\_\_\_.
- Stencil map
  - Bump map
  - Spot light
  - Transform
- (10) For which properties of a material we can distinguish between wood and metal?
- Reflection
  - Refraction
  - Bump
  - Roughness
- (11) A light which is used to simulate the sun light and works by rotation is called \_\_\_\_\_.
- Direction light
  - Area Light
  - Physical sky
  - Point light
- (12) In Maya , one of the following is not a non-linear deformer:
- Bend
  - Sine
  - Wave
  - Lens flare
- (13) The model which is created by using basic entities of two dimensioning is called \_\_\_\_\_.
- Surface model
  - Wire frame model
  - Solid model
  - Isometric model
- (14) The process of positioning an object along a straight line path from one coordinate point to another is called \_\_\_\_\_.
- Translation
  - Reflection
  - Shearing
  - Transformation
- (15) Tangent can be matched with \_\_\_\_\_.
- Graph Editor
  - Fields
  - Move Tool
  - UV Texture Editor
- (16) Render Caustics effects with photon tracing using by
- Maya Hardware Render
  - Maya Vector Render
  - Maya Mental Ray Render
  - None of them
- (17) Which Attribute For A Particle Per Object Is Set To “live Forever” In Order To Make The Particles Live For Ever?
- Edit Mode
  - OBJ Mode
  - LifespanMode
  - All of the above
- (18) Which Among The Following Materials Is A Volumetric Material?
- UV Fog
  - Light cool
  - Volume Fog
  - Volume Light
- (19) Which map is used when you have bumps and gouges that happen across a shiny surface in a parallel way?
- Reflection map
  - Light Effects
  - Anisotropy
  - None of the above
- (20) Which option allows you to render shadows?
- Translucence
  - Bump Mapping
  - Raytrace
  - Incandescence
- (21) What file formats does maya scenes save as?
- .am.mya
  - .ma.mb
  - .atu.mb
  - .ba.ama
- (22) To extend the functionality, Maya provides a scripting language\_\_\_\_\_.
- MEL or Python
  - JavaScript
  - C#
  - Boo Script
- (23) What hot-key focuses your active view on a selected object?

- a) Ctrl+F  
c) TAB
- b) Alt+F  
d) F
- (24) Which one of these is not a scripting language you can use in Maya:  
a) Python  
b) Ruby  
c) Mel  
d) Java
- (25) 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
- (26) What is the hotkey to view model in smooth mode?  
a) 3  
b) 8  
c) 9  
d) w
- (27) Which is NOT a UV projection Method?  
a) Volume Mapping  
b) Cylindrical Mapping  
c) Planar Mapping  
d) Automatic Mapping
- (28) 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
- (29) What channel do you put normal maps into?  
a) Specular  
b) Diffuse  
c) Bump Mapping  
d) Incandescence
- (30) What is the shortcut key to duplicate objects?  
a) Cmd(Ctrl)+D  
b) Shift+ A  
c) Shift+G  
d) Alt+P
- (31) 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
- (32) 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
- (33) Which of these is required to bake ambient occlusion maps?  
a) Lambert  
b) Mental Ray  
c) Hypergraph  
d) All of them
- (34) Where is "Hypershade" located in the menu?  
a) Window>rendering Editors>Hypershade  
b) Window>General Editors>Hypershade  
c) Render>Hypershade  
d) Windows>Hypershade
- (35) What is a Playblast?  
a) The Viewport  
b) A Low-resolution crude render  
c) Movie pleyer  
d) mp4 Pleyer
- (36) What are the functions of each light in a Three-Point Lighting system?  
a) Fil Light, Front Light, Side Light  
b) Rear Light, Top Light, Fill Light  
c) Back Light, Front Light, File Light  
d) Back Light, Fill Light, Key Light
- (37) 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
- (38) Which of these tools will allow you to smooth out geometry?  
a) Smooth Bind  
b) Jiggle Deformer

- c) Lattice
- d) Sculpt Geometry Tool
- (39) 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
- (40) What technique can imprint shadows onto a texture?
- a) Light Map baking
- b) Area Lighting
- c) Ambient Occlusion
- d) Point Lighting
- (41) In animation, if you want a character's hand to stick to an object, while the rest of the body is free to move, what would you use on the arm?
- a) Rigid Bind
- b) FK
- c) IK
- d) Precise Timing
- (42) What does the hotkey f4 in maya do?
- a) It closes the maya application
- b) Nothing
- c) It changes the menu bar to surface mode
- d) It changes the main menus to lighting
- (43) 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.
- (44) 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
- (45) One of the following is not a Boolean operation type:
- a) Union
- b) Difference
- c) Intersection
- d) Divide
- (46) 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
- (47) In Maya UV's related with which following process?
- a) Modeling
- b) Animation / Rigging
- c) Texturing
- d) Rendering
- (48) The term Lofting in Maya is related with \_\_\_\_\_
- a) Modeling
- b) Animation / Rigging
- c) Dynamics
- d) Rendering
- (49) Match the term Clusters in Maya with \_\_\_\_\_
- a) Texturing
- b) Dynamics
- c) Animation / Rigging
- d) Rendering
- (50) 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
- (51) 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
- (52) Which shading simulates global lighting on an object?
- a) Ambient Occlusion
- b) Phong E
- c) Phong
- d) Surface Shader
- (53) 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
- (54) 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
- (55) 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
- (56) Which light has been used for rendering the given image?
- a) Area Light  
b) Directional Light
- c) Spot light  
d) Point Light
- (57) Which among the following materials is a volumetric material?
- a) Light fog  
b) Light cool
- c) Spot light  
d) Lens flare
- (58) Which light is used to simulate a combination of direct light and indirect light?
- a) Direction light  
b) Ambient Light
- c) Spot Light  
d) Point light
- (59) Which keyboard shortcut lets you edit the particle object in edit mode?
- a) Ctrl key  
b) Insert key
- c) Home key  
d) Shift key
- (60) Which is a 3D texture type?
- a) Ramp  
b) Graph
- c) Spot Img  
d) All of the above
- (61) Which material type is used for representing matte surfaces with no specular highlights, such as chalk or unpolished surfaces?
- a) Phong  
b) Lambert
- c) Blinn  
d) Anisotropic
- (62) Which type of light Autodesk Maya automatically creates during rendering, if there is no light in the scene?
- a) Direction light  
b) Ambient Light
- c) Spot light  
d) Point light
- (63) Which output image file formats can store the depth channels in one file
- a) Max  
b) JPEG
- c) Maya IFF  
d) PNG
- (64) What software can you use to edit textures externally to Maya?
- a) Only Autodesk-approved software.  
b) Any scanning software capable of digitally scanning paintings
- c) Any text editing or word processing software  
d) All of the above
- (65) 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 base and cap  
d) Increase the gamma of the reflected image
- (66) What was used to create the pupil for the eye texture?
- a) A scan of an eye  
b) A pupil texture
- c) A black circle  
d) A ramp
- (67) MISSS shaders are ... ?
- a) More complex and physically accurate shaders  
b) Types of toon shaders

- c) Usually just greyscale shaders
- d) Low complexity shaders
- (68) The light-colored igneous rocks are called
- a) serpentine
- b) felsic
- c) mafic
- d) shale
- (69) Which Of These Is A Software Renderer Type For Particles?
- a) Point Light
- b) Area Light
- c) Ambient Light
- d) Lens flare
- (70) 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