

Roll No.

Total Pages: _ _

Paper ID: MA004

Course Code: DMA-04T

Examination (December - 2023)
Certificate/ Diploma (Semester-II)
Programme in Multimedia and Animation

3D Animation

Time Allowed: 2 Hours

Max. Marks: 70

Instructions for the Students

1. The question paper shall consist of 70 Multiple Choice questions.
2. All questions are compulsory. Each question carries 1 mark.
3. There will be no negative marking.

Q1. the Grid Floor shows a) Object b) Catalogue of world coordinate system c) Defragmented world coordinate system d) axes of world coordinate system	Q2. You can maximize an area in 3d space a) Shift-Spacebar b) Ctrl+S c) Alt+Ctrl+R d) None of the above
Q3. Blender is a fully integrated _____ suite a) 2D Animator creator b) 3D content creation c) Shading the animator d) None of above	Q4. The Z-axis of the manipulator will match the _____ vector of the selection a) Hyperbola b) Physical and logical c) mismatch d) Normal
Q5. Circle Select is used by moving with _____ through Objects with LMB a) solid circle b) dotted circle c) pivot table d) pivot circle	Q6. The Origin of an Object is shown in the 3D View by a small _____ circle a) pink b) black c) yellow d) orange
Q7. Tool shelf is a _____ region containing tools a) context-sensitive b) 3D content creation c) Defragmented shortcut d) None of above	Q8. Blender provides _____ layers whose visibility can be toggled with the small unlabelled buttons a) 100 b) 27 c) 20 d) 29
Q9. To change the viewing angle in discrete steps, use _____ a) Numpad8 and Numpad2 b) Numpad8 c) Numpad2 d) none of above	Q10. Light blue lines in 3d space indicate a) Automatic V-V b) Free V-V c) vertex normal d) faces' normals
Q11. _____ tool is used to rotate the view around the point of interest	Q12. In _____ mode, objects appear as a mesh of lines representing the edges of faces and surfaces.

<p>a) Haft b) Orbit c) Shelf d) Vector</p>	<p>a) Simplex b) Bounding Box c) Viewpoint shading d) Minimax</p>
<p>Q13. Two ways to organize the Objects in relation to one another are _____ a) nesting grouping b) Parenting and Simple grouping c) Complex and exchange grouping d) None of above</p>	<p>Q14. The Origin of an Object is shown in the 3D View by a) purple square b) big white round c) Logical angle d) small orange circle</p>
<p>Q15. Following is the way to select whole Bones in Edit Mode a) Selecting both of its joints (roots and tip) b) Selecting axis of the body c) pressing ctrl+A d)None of above</p>	<p>Q16. _____ inverts the selection of Bones' joints, not of Bones. a) Ctrl+A b) Ctrl+F c) Ctrl+I d) None of above</p>
<p>Q17. Curves are 2D objects, and Surfaces are their _____ a) object extention b) their tip c) 2D extension d) 3D extension</p>	<p>Q18. If you delete a Bone in a chain a) its child(ren) will be saved as another parent b) its child(ren) will be automatically re-parented to someone else parent, c) its child(ren) will be deleted permanently d) its child(ren) will be automatically re-parented to its own parent</p>
<p>Q19. Blender is _____ a) 2D animation software b) A 3D modeling and animation software c) A video editing tool d) A sound mixing program</p>	<p>Q20. _____ rendering engine is used by default in Blender a) Cycles b) Eevee c) LuxRender d) Octane Render</p>
<p>Q21. _____ key switch mode from Object to Edit in Blender a) Tab b) Shift c) Alt d) Ctrl</p>	<p>Q22. _____ panel in Blender allows you to modify an object's properties, such as location, rotation, and scale? a) Virtual Shelf b) Outline shelf c) Timesquare shelf d) Transform panel</p>
<p>Q23. NURBS Surfaces have _____ knot vectors, one for each U and V axis a) 2 b) 3 c) 4 d) 5</p>	<p>Q24. Bevel tool works only on _____ edges a) full b) half c) selected d) None of above</p>
<p>Q25. _____ is Blender's default Diffuse Shader, a) Lambert Shader b) dull shader c) Fresnel Shader d) Oren-Nayar Shader</p>	<p>Q26. Phong is a basic Shader that is very similar to a) Daichin b) CookTorr c) Bui Tuong d) Oren-Nayar</p>
<p>Q27. Ward Isotropic is a a) Blending Shader b) Flexible shader c) Mars Shader d) flexible Specular Shader</p>	<p>Q28. In Blender, transparency of a Material can be set through: a) CookTorr b) Blending Shader c) make-bit side d) Z-Buffer</p>
<p>Q29. An Armature in Blender is similar to a) index or rotation b) information of render</p>	<p>Q30. You can select and edit Bones of Armatures a) green mode b) black mode</p>

c) Index of Refraction d) real skeleton	c) edit mode d) None of above
Q31. The Bones inside an Armature can be completely _____ from each other a) opposite b) Neutral c) Dependent d) Independent	Q32. UV mapping is a very precise way of mapping a a) 2D texture to a 2D surface b) 3D texture to a 3D surface c) 3D texture to a 3D surface d) 2D texture to a 3D surface
Q33 A _____ is a marker of time which stores the value of a property a) planar b) Keyframe c) face d) None of above	Q34. First algorithm for simulating Specular phenomenon was developed by _____ a) Robert Hindware b) Charles Babage c) Bui TuongPhong d) None of above
Q35. Flip X/Y Axis a) Rotates the image 180 degrees counter clockwise b) Rotates the image 90 degrees clockwise c) Rotates the image 90 degrees counter clockwise d) Rotates the image 180 degrees clockwise	Q36. Mask datablocks are used for _____ a) Blocking b) data consolidation c) masking d) None of above
Q37. If the Target field links to an Armature a) a grid field will appear b) a tail field will appear c) a bone field will appear d) a flex field will appear	Q38. In blender transparency is controlled using _____ a) alpha channel b) beta channel c) gamma channel d) chi channel
Q39. There are _____ ways in which the transparency in blender can be set a) 1 b) 6 c) 3 d) 5	Q40. IOR stands for a) Index of Refraction b) Indent to Right c) input output ratio d) none of above
Q41. MIP Map is a) pre-calculated, smaller, filtered Textures b) post-calculated, filtered Textures c) large, filtered Textures d) None of above	Q42. Halos are rendered with a) Vertex Shaders b) Solid Shaders c) Sharp Shaders d) edge Shaders
Q41) Volume Rendering is a method for rendering a) shape b) motion c) light d) kite	Q44. The Reflection parameters can be used to _____ a) reflect the light b) bend the light c) block the light d) scale the light
Q45. F-Curve is _____ a) interpolation among three animated properties b) interpolation between two animated properties c) interlinking between two animated properties d) interlinking among animated properties	Q46. Motion Tracking is used to Track a) object b) markers c) both a & b d) none of above
Q47. Photorealistic effects to your 3D Scene, also known as a) Pre render effects b) known render effects c) minimal render effects d) Post render effects	Q48. UV mapping is a very precise way of mapping a a) 2D texture to a 2D surface. b) 2D texture to a 3D surface. c) 3D texture to a 3D surface. d) 2D texture to a 2D surface.
Q49. Flat mapping gives the best results on _____ a) single luner face b) multiple planar face c) single planar face d) multiple luner face	Q50. Displacement mapping allows a texture input to _____ a) manipulate the position of edges b) manipulate the position of vertices c) manipulate blender d) manipulate spline
Q51. Mask datablocks are the most _____ entity used for masking purposes	Q52. Open NURBS Surface a) Control render faces with U/V Surface Resolution

<p>a) different b) low level c) high level d) mid level</p>	<p>b) Control with Surface Resolution controls c) Control with Surface Resolution control d) none of above</p>
<p>Q53. EWA stands for a) Elliptical Weighted Average b) Eagan Weighted Average c) Elliptical Width Average d) Elliptical Width Answer</p>	<p>Q54. Existing control points can be translated, scaled and rotated with a) P, P, R shortcuts. b) CAPS shortcuts. c) G, S, R shortcuts. d) Ctrl+GGH</p>
<p>Q55. Ctrl + Alt + LMB is used for a) shadow effect b) lasso select c) left memory buffer d) cremate effect</p>	<p>Q56. Inverse Square makes the light's intensity a) falloff with a non-linear rate b) falloff with a linear rate c) falloff with a dynamic rate d) none of above</p>
<p>Q57. Alt + S will scale a) picture b) auto shape c) blender object d) none of above</p>	<p>Q58. In compositing Nodes,Mask Input Node can be used to a) select mask picture b) select a mask datablock c) select physical dataset d) unselect a mask datablock</p>
<p>Q59 Sphere indicates that the light's intensity is _____ at the Distance and beyond. a) opaque b) null c) finite d) none of above</p>	<p>Q60. Shape Keyframing is used to a) framing shape b) frame segmentation c) animate the object d) animate the mask</p>
<p>Q61. The _____ option restricts the light illumination range of a Lamp or Spot lamp a) rectangle b) rhombus c) sphere d) all of above</p>	<p>Q62. Diffuse Shader is a) located near axis b) located near edges c) used to rotate the image d) None of above</p>
<p>Q63. Example 3D Content Creation Software a) turbo b) blender c) jira d) word</p>	<p>Q64. Pinned Panel are used to a) view panels from same tabs at the different time b) view panels from different tabs at the same time c) view panels from different tabs at the different time d) none of above</p>
<p>Q65. Pressing Shift - Z switches between a) the current shading mode and bitframe b) the current shading mode and bitframe c) the last shading mode and Wireframe d) the current shading mode and Wireframe</p>	<p>Q66. Buffered shadows provide fast-rendered shadows at the expense of a) speed b) time c) precision d) None of above</p>
<p>Q67. Ambient Occlusion is a a) ray-tracing calculation b) orientation's XYZ matches local XYZ axis c) both a and b d)None of above</p>	<p>Q68. Taper Curve is evaluated along the a) local Z axis, b) local X and Z axis, c) axis of z d) local X axis</p>
<p>Q69. Curves are 2D objects, and Surfaces are their a) 2D extension b) 3D extension c) base d) circumference</p>	<p>Q70. With Meshes, everything is built from three basic structures a) Vertices, Edges and Faces. b) Vertices only c) both Edges and Faces d) None of above</p>