

National Testing Agency

Question Paper Name :	Animations 29th Sep 2020 Shift 2
Subject Name :	Animations
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Duration :	180
Number of Questions :	34
Total Marks :	100
Display Marks:	Yes

Animations

Group Number :	1
Group Id :	899514140
Group Maximum Duration :	0
Group Minimum Duration :	120
Show Attended Group? :	No
Edit Attended Group? :	No
Break time :	0
Group Marks :	100
Is this Group for Examiner? :	No

Animations-A

Section Id :	899514190
Section Number :	1
Section type :	Online
Mandatory or Optional :	Mandatory
Number of Questions :	20
Number of Questions to be attempted :	20

Section Marks : 20
Mark As Answered Required? : Yes
Sub-Section Number : 1
Sub-Section Id : 899514231
Question Shuffling Allowed : Yes

Question Number : 1 Question Id : 89951411950 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

What would you do to a Nurbs surface in order to create a curve on that surface?

1. Intro Live
2. Make Live
3. Create Live
4. Implement Live

Options :

89951446683. 1
89951446684. 2
89951446685. 3
89951446686. 4

Question Number : 2 Question Id : 89951411951 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

FPS stands for Film Per Second.

1. True
2. False

Options :

89951446687. 1
89951446688. 2

Question Number : 3 Question Id : 89951411952 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Jiggle Deformer is a part of _____

1. Create Structure
2. Create an Attribute
3. Create IK and FK
4. Create Deformers

Options :

89951446689. 1
89951446690. 2
89951446691. 3
89951446692. 4

Question Number : 4 Question Id : 89951411953 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Area light option fall under the _____

1. Simulation Tab
2. Modeling Tab
3. Rendering Tab
4. None of the mentioned

Options :

89951446693. 1
89951446694. 2
89951446695. 3
89951446696. 4

Question Number : 5 Question Id : 89951411954 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Texturing comes under the panel of _____

1. General
2. Custom
3. Rendering
4. Paint Effects

Options :

89951446697. 1
89951446698. 2
89951446699. 3
89951446700. 4

**Question Number : 6 Question Id : 89951411955 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No
Correct Marks : 1 Wrong Marks : 0**

PNG stand for...

1. Principal network graphics
2. Portable network graphics
3. Primary network graphics
4. Pure network graphics

Options :

89951446701. 1
89951446702. 2
89951446703. 3
89951446704. 4

**Question Number : 7 Question Id : 89951411956 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No
Correct Marks : 1 Wrong Marks : 0**

Where color management can be found?

1. Inside Programming
2. Inside Keyframe animation
3. Inside Dynamics
4. Inside Common

Options :

89951446705. 1
89951446706. 2
89951446707. 3
89951446708. 4

**Question Number : 8 Question Id : 89951411957 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No
Correct Marks : 1 Wrong Marks : 0**

Mental Ray and Arnold are the.....render engine.

1. Managed
2. Default set
3. Primary
4. 3rd party

Options :

89951446709. 1
89951446710. 2
89951446711. 3
89951446712. 4

Question Number : 9 Question Id : 89951411958 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Paint Effects is also known as.....

1. Reverse
2. Layout
3. Unfold
4. Visors

Options :

89951446713. 1
89951446714. 2
89951446715. 3
89951446716. 4

Question Number : 10 Question Id : 89951411959 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which of the following options are available inside Edit the Uvs panel of Maya?

1. Flip
2. Grid
3. Align
4. All the above

Options :

89951446717. 1
89951446718. 2
89951446719. 3
89951446720. 4

Question Number : 11 Question Id : 89951411960 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Unfold and Layout is a feature of ____

1. Bevel.
2. Batch Rendering.
3. Dynamics.
4. UV

Options :

89951446721. 1
89951446722. 2
89951446723. 3
89951446724. 4

Question Number : 12 Question Id : 89951411961 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Ocean Shader have ____

1. Ocean Attributes.
2. Ocean Retardation.
3. Ocean morphing.
4. Ocean timing.

Options :

89951446725. 1
89951446726. 2
89951446727. 3
89951446728. 4

Question Number : 13 Question Id : 89951411962 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

..... is a type of Mental Ray Material

1. mib_illum_hair.
2. mib_illum_shair.
3. mib_illum_gaire.
4. mib_illum_ratio.

Options :

89951446729. 1

89951446730. 2

89951446731. 3

89951446732. 4

Question Number : 14 Question Id : 89951411963 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Bitmap is also known as.....

1. Simulation base Texturing.
2. Pixel base Texturing.
3. Image base Texturing.
4. Voxel base Texturing.

Options :

89951446733. 1

89951446734. 2

89951446735. 3

89951446736. 4

Question Number : 15 Question Id : 89951411964 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Squash comes under.

1. Create Translate
2. Create Deformers
3. Create Panel
4. None of these

Options :

- 89951446737. 1
- 89951446738. 2
- 89951446739. 3
- 89951446740. 4

Question Number : 16 Question Id : 89951411965 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Publish node is a kind of

- 1. Notepad
- 2. Cache
- 3. Poly Tool
- 4. Assets

Options :

- 89951446741. 1
- 89951446742. 2
- 89951446743. 3
- 89951446744. 4

Question Number : 17 Question Id : 89951411966 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Blend Shape tool fall under the category of

- 1. Create Structure
- 2. Create an Attribute
- 3. Create IK and FK
- 4. Create Deformers

Options :

- 89951446745. 1
- 89951446746. 2
- 89951446747. 3
- 89951446748. 4

Question Number : 18 Question Id : 89951411967 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which output image file formats can store the depth channels in one file?

1. Maya IFF
2. TIFF
3. TGA
4. All of Them

Options :

89951446749. 1

89951446750. 2

89951446751. 3

89951446752. 4

Question Number : 19 Question Id : 89951411968 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which among these fog types can cast shadows?

1. Light Fog
2. Batch Rendering
3. World Origin
4. Normal Rendering

Options :

89951446753. 1

89951446754. 2

89951446755. 3

89951446756. 4

Question Number : 20 Question Id : 89951411969 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Compositing is a part of?

1. Hardware
2. VFX
3. GPU
4. RFX

Options :

89951446757. 1

89951446758. 2

89951446759. 3

89951446760. 4

Animations-B

Section Id :	899514191
Section Number :	2
Section type :	Offline
Mandatory or Optional :	Mandatory
Number of Questions :	7
Number of Questions to be attempted :	5
Section Marks :	30
Mark As Answered Required? :	Yes
Sub-Section Number :	1
Sub-Section Id :	899514232
Question Shuffling Allowed :	No

Question Number : 21 Question Id : 89951411970 Question Type : SUBJECTIVE

Correct Marks : 6

What are the different snapping tools inside Maya software?

Question Number : 22 Question Id : 89951411971 Question Type : SUBJECTIVE

Correct Marks : 6

Explain any three 3D Application widely use in Media & Entertainment industry.

Question Number : 23 Question Id : 89951411972 Question Type : SUBJECTIVE

Correct Marks : 6

Explain Nsolver and Fields utilization for making FX scene inside Maya.

Question Number : 24 Question Id : 89951411973 Question Type : SUBJECTIVE

Correct Marks : 6

Explain how polygon line of flow is important for Character Rigging?

Question Number : 25 Question Id : 89951411974 Question Type : SUBJECTIVE

Correct Marks : 6

What does Timeline contain? Explain in brief.

Question Number : 26 Question Id : 89951411975 Question Type : SUBJECTIVE

Correct Marks : 6

Difference between the Hypershade and Hypergraph.

Question Number : 27 Question Id : 89951411976 Question Type : SUBJECTIVE

Correct Marks : 6

Why IES lights are different than Maya Standard lights?

Animations-C

Section Id :	899514192
Section Number :	3
Section type :	Offline
Mandatory or Optional :	Mandatory
Number of Questions :	7
Number of Questions to be attempted :	5
Section Marks :	50
Mark As Answered Required? :	Yes
Sub-Section Number :	1
Sub-Section Id :	899514233
Question Shuffling Allowed :	No

Question Number : 28 Question Id : 89951411977 Question Type : SUBJECTIVE

Correct Marks : 10

What do you mean by texturing? Explain about the UV's, 3D paint tool & create Psd network.

Question Number : 29 Question Id : 89951411978 Question Type : SUBJECTIVE

Correct Marks : 10

Explain the VFX pipeline of any studio with the help of flow chart.

Question Number : 30 Question Id : 89951411979 Question Type : SUBJECTIVE

Correct Marks : 10

Explain about the 12 Animation Principle with suitable diagram.

Question Number : 31 Question Id : 89951411980 Question Type : SUBJECTIVE

Correct Marks : 10

What is Cinematography. Explain 5 C's of Cinematography.

Question Number : 32 Question Id : 89951411981 Question Type : SUBJECTIVE

Correct Marks : 10

Write about a recent animation film case study you have watched in the theatre/Home.

Question Number : 33 Question Id : 89951411982 Question Type : SUBJECTIVE

Correct Marks : 10

What is compositing? Explain the importance of compositing in movies.

Question Number : 34 Question Id : 89951411983 Question Type : SUBJECTIVE

Correct Marks : 10

Explain the 3D Production Pipeline of Animation.