

National Testing Agency

Question Paper Name :	Animations 25th March 2021 Shift 1
Subject Name :	Animations
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Total Marks :	100
Display Marks:	Yes

Animations

Group Number :	1
Group Id :	86435182
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 1

Section Id :	864351474
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 : 864351485
Question Shuffling Allowed : Yes

Question Number : 1 Question Id : 8643517258 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Blinn has in attribute editor.

1. Pixel
2. Eccentricity
3. Voxel
4. None of the above

Options :

- 86435121925. 1
- 86435121926. 2
- 86435121927. 3
- 86435121928. 4

Question Number : 2 Question Id : 8643517259 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which one is the default shader of Maya Software?

1. Lambert
2. Blin
3. White
4. Red

Options :

- 86435121929. 1

86435121930. 2

86435121931. 3

86435121932. 4

Question Number : 3 Question Id : 8643517260 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which shader is used for 3D model composite with an image?

1. Lambert
2. Composite Shader
3. Layer Shader
4. Use Background

Options :

86435121933. 1

86435121934. 2

86435121935. 3

86435121936. 4

Question Number : 4 Question Id : 8643517261 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Merge UVs option can be found inside the panel of

1. Modeling
2. Animation
3. Dynamics/FX
4. Surfaces

Options :

86435121937. 1

86435121938. 2

86435121939. 3

86435121940. 4

Question Number : 5 Question Id : 8643517262 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which of the following shaders does NOT support reflections?

1. Phong
2. Blinn
3. Phong E
4. Lambert

Options :

- 86435121941. 1
- 86435121942. 2
- 86435121943. 3
- 86435121944. 4

Question Number : 6 Question Id : 8643517263 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

General Editor comes under the menu of.....

1. Windows
2. Mac
3. Linux
4. Edit

Options :

- 86435121945. 1
- 86435121946. 2
- 86435121947. 3
- 86435121948. 4

Question Number : 7 Question Id : 8643517264 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

In Maya, new features are highlighted in _____color.

1. Blue
2. Red
3. Green
4. White

Options :

86435121949. 1
86435121950. 2
86435121951. 3
86435121952. 4

Question Number : 8 Question Id : 8643517265 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

What is the Full Form of IPR?

1. Inverted Photon Render.
2. Interactive Photorealistic Rendering.
3. Intro Photon Renderer.
4. None of the above

Options :

86435121953. 1
86435121954. 2
86435121955. 3
86435121956. 4

Sub-Section Number :

2

Sub-Section Id :

864351486

Question Shuffling Allowed :

Yes

**Question Number : 9 Question Id : 8643517266 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 :

86435121957. 1

86435121958. 2

**Question Number : 10 Question Id : 8643517267 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No
Correct Marks : 1 Wrong Marks : 0**

The K in CMYK stands for Key Color.

1. True
2. False

Options :

86435121959. 1

86435121960. 2

Sub-Section Number :

3

Sub-Section Id :

864351487

Question Shuffling Allowed :

Yes

**Question Number : 11 Question Id : 8643517268 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No
Correct Marks : 1 Wrong Marks : 0**

TIFF stands for:

1. Tagged image file format
2. Transparent image file format
3. Twilight image future format
4. Tagged image future format

Options :

- 86435121961. 1
- 86435121962. 2
- 86435121963. 3
- 86435121964. 4

Question Number : 12 Question Id : 8643517269 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

In layout, F.G. stands for:

1. First ground
2. Fore ground
3. Forwarded
4. Fairground

Options :

- 86435121965. 1
- 86435121966. 2
- 86435121967. 3
- 86435121968. 4

Question Number : 13 Question Id : 8643517270 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

N in ncloth stands for what?

1. Natrium
2. Nitrox
3. Nucleus
4. None of the above

Options :

86435121969. 1
86435121970. 2
86435121971. 3
86435121972. 4

Question Number : 14 Question Id : 8643517271 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Orient is a kind of.....

1. Display
2. Assets
3. Edit Deform
4. Constrain

Options :

86435121973. 1
86435121974. 2
86435121975. 3
86435121976. 4

Question Number : 15 Question Id : 8643517272 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which Maya utility does the button, marked in red, point to?

1. Render Globals
2. Reflection Maps
3. Right-Handed System
4. Red Maps

Options :

86435121977. 1
86435121978. 2
86435121979. 3
86435121980. 4

Question Number : 16 Question Id : 8643517273 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 :

86435121981. 1
86435121982. 2
86435121983. 3
86435121984. 4

Question Number : 17 Question Id : 8643517274 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which utility node is used to obtain information about the position of a light relative to a texture?

1. Light Scaling
2. GUI (Graphical User Interface)
3. Light info
4. None of the above

Options :

- 86435121985. 1
- 86435121986. 2
- 86435121987. 3
- 86435121988. 4

Question Number : 18 Question Id : 8643517275 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Which keyboard shortcut lets you edit the particle object in Edit Mode?

1. Notepad
2. Cache
3. Escape
4. Insert

Options :

- 86435121989. 1
- 86435121990. 2
- 86435121991. 3
- 86435121992. 4

Question Number : 19 Question Id : 8643517276 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

Weighting comes under-

1. Circulatory
2. Arteries
3. Muscle
4. Vain

Options :

- 86435121993. 1
- 86435121994. 2
- 86435121995. 3
- 86435121996. 4

Question Number : 20 Question Id : 8643517277 Question Type : MCQ Option Shuffling : No Is Question Mandatory : No Correct Marks : 1 Wrong Marks : 0

What is MEL?

1. Game Engine
2. Scripting Language
3. Motion Sensor
4. None of the above

Options :

- 86435121997. 1
- 86435121998. 2
- 86435121999. 3
- 86435122000. 4

Animations 2

Section Id :

864351475

Section Number :

2

Section type :	Offline
Mandatory or Optional :	Mandatory
Number of Questions :	10
Number of Questions to be attempted :	10
Section Marks :	30
Mark As Answered Required? :	Yes
Sub-Section Number :	1
Sub-Section Id :	864351488
Question Shuffling Allowed :	No

Question Number : 21 Question Id : 8643517278 Question Type : SUBJECTIVE

Correct Marks : 3

Differentiate between Nodynamics and dynamics.

Question Number : 22 Question Id : 8643517279 Question Type : SUBJECTIVE

Correct Marks : 3

Define Arnold render & their application.

Question Number : 23 Question Id : 8643517280 Question Type : SUBJECTIVE

Correct Marks : 3

Explain Color theory.

Question Number : 24 Question Id : 8643517281 Question Type : SUBJECTIVE

Correct Marks : 3

Difference between Dopesheet & Curve editor.

Question Number : 25 Question Id : 8643517282 Question Type : SUBJECTIVE

Correct Marks : 3

Explain Set Driven key with suitable example.

Question Number : 26 Question Id : 8643517283 Question Type : SUBJECTIVE

Correct Marks : 3

Difference between 2d and 3d movie.

Question Number : 27 Question Id : 8643517284 Question Type : SUBJECTIVE

Correct Marks : 3

What is VFX?

Question Number : 28 Question Id : 8643517285 Question Type : SUBJECTIVE

Correct Marks : 3

Explain the difference between IK and FK.

Question Number : 29 Question Id : 8643517286 Question Type : SUBJECTIVE

Correct Marks : 3

How Maya default render engine is different than Maya Mental ray Render engine.

Question Number : 30 Question Id : 8643517287 Question Type : SUBJECTIVE

Correct Marks : 3

What Are Rigid Body Dynamics?

Animations 3

Section Id :	864351476
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 :	864351489
Question Shuffling Allowed :	No

Question Number : 31 Question Id : 8643517288 Question Type : SUBJECTIVE

Correct Marks : 10

Elaborate the various segments come under GUI in Maya.

Question Number : 32 Question Id : 8643517289 Question Type : SUBJECTIVE

Correct Marks : 10

List different type of Constraints in Maya? Explain in brief with suitable examples?

Question Number : 33 Question Id : 8643517290 Question Type : SUBJECTIVE

Correct Marks : 10

Explain render layers & render passes? How render passes play vital role in aesthetics development of the scene?

Question Number : 34 Question Id : 8643517291 Question Type : SUBJECTIVE

Correct Marks : 10

Explain any five Modeling tools inside Maya Software.

Question Number : 35 Question Id : 8643517292 Question Type : SUBJECTIVE

Correct Marks : 10

What does stereoscopic vision mean? Write about the history and Future of Stereoscopy in Education.

Question Number : 36 Question Id : 8643517293 Question Type : SUBJECTIVE

Correct Marks : 10

Explain about the 12 Animation Principle with suitable diagram.

Question Number : 37 Question Id : 8643517294 Question Type : SUBJECTIVE

Correct Marks : 10

What do you understand by Design Engineering? Explain the use of Autodesk Maya in Design.