

National Testing Agency

Question Paper Name : Animations 28th August 2021 Shift 1
Subject Name : Animations
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Animations

Group Number : 1
Group Id : 603489149
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 : 603489211
Section Number : 1
Section type : Online
Mandatory or Optional : Mandatory

Number of Questions :	20
Number of Questions to be attempted :	20
Section Marks :	20
Enable Mark as Answered Mark for Review and Clear Response :	Yes
Sub-Section Number :	1
Sub-Section Id :	603489423
Question Shuffling Allowed :	Yes

Question Number : 1 Question Id : 60348911394 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 :

60348943313. 1

60348943314. 2

60348943315. 3

60348943316. 4

Question Number : 2 Question Id : 60348911395 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 :

60348943317. 1

60348943318. 2

60348943319. 3

60348943320. 4

Question Number : 3 Question Id : 60348911396 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 :

60348943321. 1

60348943322. 2

60348943323. 3

60348943324. 4

Question Number : 4 Question Id : 60348911397 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 :

60348943325. 1

60348943326. 2

60348943327. 3

60348943328. 4

Question Number : 5 Question Id : 60348911398 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 :

60348943329. 1

60348943330. 2

60348943331. 3

60348943332. 4

Question Number : 6 Question Id : 60348911399 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 :

60348943333. 1

60348943334. 2

60348943335. 3

60348943336. 4

Question Number : 7 Question Id : 60348911400 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 :

60348943337. 1

60348943338. 2

60348943339. 3

60348943340. 4

Question Number : 8 Question Id : 60348911401 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 :

60348943341. 1

60348943342. 2

60348943343. 3

60348943344. 4

Question Number : 9 Question Id : 60348911402 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 :

60348943345. 1

60348943346. 2

60348943347. 3

60348943348. 4

Question Number : 10 Question Id : 60348911403 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 :

60348943349. 1

60348943350. 2

60348943351. 3

60348943352. 4

Question Number : 11 Question Id : 60348911404 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 of these

Options :

60348943353. 1

60348943354. 2

60348943355. 3

60348943356. 4

Question Number : 12 Question Id : 60348911405 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 :

60348943357. 1

60348943358. 2

60348943359. 3

60348943360. 4

Question Number : 13 Question Id : 60348911406 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 :

60348943361. 1

60348943362. 2

60348943363. 3

60348943364. 4

Question Number : 14 Question Id : 60348911407 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 :

60348943365. 1

60348943366. 2

60348943367. 3

60348943368. 4

Question Number : 15 Question Id : 60348911408 Question Type : MCQ Option Shuffling : No

Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

TIFF stand for....

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

Options :

60348943369. 1

60348943370. 2

60348943371. 3

60348943372. 4

Question Number : 16 Question Id : 60348911409 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 :

60348943373. 1

60348943374. 2

60348943375. 3

60348943376. 4

Question Number : 17 Question Id : 60348911410 Question Type : MCQ Option Shuffling : No

Is Question Mandatory : No

Correct Marks : 1 Wrong Marks : 0

Spot light option fall under the_____

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

Options :

60348943377. 1

60348943378. 2

60348943379. 3

60348943380. 4

Question Number : 18 Question Id : 60348911411 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 :

60348943381. 1

60348943382. 2

60348943383. 3

60348943384. 4

Sub-Section Number : 2

Sub-Section Id : 603489424

Question Shuffling Allowed : Yes

Question Number : 19 Question Id : 60348911412 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 :

60348943385. 1

60348943386. 2

Sub-Section Number : 3

Sub-Section Id : 603489425

Question Shuffling Allowed : Yes

Question Number : 20 Question Id : 60348911413 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 :

60348943387. 1

60348943388. 2

60348943389. 3

60348943390. 4

Animations-2

Section Id : 603489212

Section Number : 2

Section type : Offline

Mandatory or Optional : Mandatory

Number of Questions : 10

Number of Questions to be attempted : 10

Section Marks : 30

Enable Mark as Answered Mark for Review and Clear Response : Yes

Sub-Section Number : 1

Sub-Section Id : 603489426

Question Shuffling Allowed : No

Question Number : 21 Question Id : 60348911414 Question Type : SUBJECTIVE

Correct Marks : 3

What is the by default render engine into Autodesk Maya software? Explain it in detail.

Question Number : 22 Question Id : 60348911415 Question Type : SUBJECTIVE

Correct Marks : 3

Why IES lights are different than Maya Standard lights?

Question Number : 23 Question Id : 60348911416 Question Type : SUBJECTIVE

Correct Marks : 3

Explain the difference between the Hypershade and Hypergraph.

Question Number : 24 Question Id : 60348911417 Question Type : SUBJECTIVE

Correct Marks : 3

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

Question Number : 25 Question Id : 60348911418 Question Type : SUBJECTIVE

Correct Marks : 3

Explain about the History of Maya.

Question Number : 26 Question Id : 60348911419 Question Type : SUBJECTIVE

Correct Marks : 3

Explain different panels of Animation tab?

Question Number : 27 Question Id : 60348911420 Question Type : SUBJECTIVE

Correct Marks : 3

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

Question Number : 28 Question Id : 60348911421 Question Type : SUBJECTIVE

Correct Marks : 3

What does Timeline contain? Explain in brief.

Question Number : 29 Question Id : 60348911422 Question Type : SUBJECTIVE

Correct Marks : 3

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

Question Number : 30 Question Id : 60348911423 Question Type : SUBJECTIVE

Correct Marks : 3

What are the different snapping tools inside Maya software?

Animations-3

Section Id : 603489213

Section Number : 3

Section type :	Offline
Mandatory or Optional :	Mandatory
Number of Questions :	7
Number of Questions to be attempted :	5
Section Marks :	50
Enable Mark as Answered Mark for Review and Clear Response :	Yes
Sub-Section Number :	1
Sub-Section Id :	603489427
Question Shuffling Allowed :	No

Question Number : 31 Question Id : 60348911424 Question Type : SUBJECTIVE

Correct Marks : 10

Explain the 3D Production Pipeline of Animation.

Question Number : 32 Question Id : 60348911425 Question Type : SUBJECTIVE

Correct Marks : 10

Explain about the 12 Animation Principle with suitable diagram.

Question Number : 33 Question Id : 60348911426 Question Type : SUBJECTIVE

Correct Marks : 10

Explain the role of animation and multimedia use for ICT based teaching and learning during the pandemic Covid-19 with suitable examples.

Question Number : 34 Question Id : 60348911427 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 : 35 Question Id : 60348911428 Question Type : SUBJECTIVE

Correct Marks : 10

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

Question Number : 36 Question Id : 60348911429 Question Type : SUBJECTIVE

Correct Marks : 10

Write about a recent 3D Animation film case study you have watched at home during Covid-19 .

Question Number : 37 Question Id : 60348911430 Question Type : SUBJECTIVE

Correct Marks : 10

Explain the science of Light and Color. Write about any 4 types of CG lights and their working methodology available in Autodesk Maya with suitable example.