

Advanced 3D Animation, Vfx and Compositing

Core Course of BMMC

VI Semester-CUCBCSS-2014-admn onwards

1. Stop motion
 - A. **Technique of physically manipulates an object**
 - B. Computer generated
 - C. Cell animation
 - D. None of the above

2. 2D Animation
 - A. **Flash**
 - B. 3D max
 - C. Maya
 - D. Photoshop

3. 3D Animation
 - A. Flash
 - B. Page maker
 - C. **Maya**
 - D. None of the above

4. Claymation
 - A. **Stop motion animation**
 - B. Cell animation
 - C. Clay model in 3D max
 - D. None of the above

5. Cut out Animation
 - A. A technique in 3D
 - B. A Technique in 2 D
 - C. Cell animation
 - D. **Using properties**

6. Cell Animation
 - A. **2D**
 - B. 3D
 - C. Virtual reality
 - D. None of the above

7. Key Frame
 - A. In between frames
 - B. Transition frames
 - C. **Starting and Ending frames**
 - D. None of the above

8. Animation Hierarchies

- A. official hierarchies
 - B. Parent child relationship
 - C. Generation of software
 - D. None of the above
9. Motion Path
- A. Geometric path
 - B. Movements of leg
 - C. Movement of head
 - D. None of the above
10. Text Animation
- A. Using text to convey a message
 - B. Animated Font design
 - C. Animated calligraphy
 - D. None of the above
11. Motion capture
- A. Recording movements of objects
 - B. Video shooting of an event
 - C. A motion picture
 - D. None of the above
12. Morphing
- A. Picture enhancing technique
 - B. picture manipulation
 - C. Transformation from one image to other
 - D. None of the above
13. Null
- A. Non-renderable help-object
 - B. Empty space
 - C. White space
 - D. Transparent space
14. NURBS
- A. Null Universal Rational Basic Splines
 - B. Non-Uniform Rational B-Splines.
 - C. Next Universal Rated Basic space
 - D. None of the above
15. Object Oriented Graphics
- A. Different from bitmap format
 - B. Raster images
 - C. Object oriented programming
 - D. None of the above

16. Opacity
- A. Transparency
 - B. Opposite of transparency.
 - C. Translucent
 - C. None of the above
17. Facial Animation
- A. Modeling of a character face.
 - B. A technique of cell animation
 - C. A Technique of video editing
 - D. None of the above
18. Rigging
- A. Process of creating skin
 - B. process of creating a Skelton
 - C. process of creating costumes
 - D. Process of creating face
19. Character Animation
- A. Bringing animated character to life
 - B. Animating font character
 - C. Drawing a sketch of a character in a story
 - D. None of the above
20. Graph Editor
- A. Flash
 - B. Photoshop
 - C. Page Maker
 - D. Maya
21. Short key of timeline
- a. CTRL+ALT-L
 - b. CTRL+ALT-T
 - c. CTRL+L
 - d. CTRL+D
22. Full form of Swf is.?
- a. Small web format
 - b. System web format
 - c. Short write-up format
 - d. None of the above
23. An animation depends onper second

- a. 25 FPS
- b. **24FPS**
- c. 30 FPS
- d. 20FPS

24. Audio file formats

- a. CMYK
- b. RGB
- c. **WAV**
- d. FLV

25. Images using lines and curves

- a. **Vector**
- b. Spreadsheets
- c. Raster
- d. None of the above

26. Full form of SWf

- a. Sequential wave form
- b. **Shockwave file**
- c. Save wave flash
- d. Shake wave flash

27. Shock wave file.....

- a. PSD
- b. Wav
- c. **SWF**
- d. None of the above

28. Short key of group?

- a. **CTRL+G**
- b. CTRL+D
- c. CTRL+A
- d. CTRL+SHIFT-G

29. Sound editing software

- a. Photoshop
- b. **Sound forge**
- c. Dream weaver
- d. Sound Elements

30. Short cut of inserting blank key frame is?

- a. f3

- b. f6
- c. f4
- d. f7

31. 3D Object

- A. Anything with a position in 3D space.
- B. Object in story board
- C. Property
- D. None of the above

32. 3D Shutter Glasses

- A. Electronic liquid crystal shutters.
- B. Shutter of Camera
- C. Shutter of animated frame
- D. None of the above

33. 3DS

- A. File format of Autodesk 3D Studio
- B. 3D animation software
- C. 3D character design
- D. None of the above

34. Alpha Channel

- A. Audio Channel
- B. Video Channel
- C. Multimedia Channel
- D. A mask specifies the transparency of each pixel

35. Ambient Light

- A. Illuminating uniformly from all sides.
- B. Back light
- C. Spot Light
- D. Three point light

36. Angle of incidence

- A. The relative angle between a lit surface and the light source.
- B. Angle in Y axis
- C. Angle in X Axis
- D. Angle in mid point

37. Animation Channel

- A. Channel for animated GIF
- B. Different position, rotation of Animation
- C. Channel animated audio
- D. none of the above

38. Nuke

- A. Node based Digital compositing
- B. Natural user key
- C. Name of an application software
- D. None of the above

39. Maya

- A. 3D software
- B. 2D Software
- C. Lighting techniques
- D. None of the above

40. Simulation

- A. Imitation of a Situation
- B. Encouragement
- C. Speeding action
- D. Story board

41. Anti-aliasing

- A. Removing
- B. Aligning
- C. Kerning
- D. Blending harsh contours

42. Aperture

- A. The opening size of a camera lens.
- B. Frame size of a monitor
- C. Size of an animation frame
- D. None of the above

43. API

- A. Application programming interface.
- B. Associate press International
- C. Applied Programming interface
- D. Anti-aliasing programme Interface

44. Array

- A. Frames per second
- B. A Set of elements put together into a single entity
- C. frames of a 3D animation
- D. Elements of animation composition

45. Aspect ratio

- Ratio of different characters
- Ratio of width to its height
- Ratio of different aspects
- None of the above

46. **AVI**
A. Audio Video Interleave.
B. Absolute Video Interface
C. Addictive Visual Interface
D. Advanced Video interaction
47. **Bevel**
A .Method of creating sharp edges
B. method of eliminating sharp edges
C..Method of creating tonal gradation
D..Method of composing elements
48. **Binary Space Partition**
A. **Technique used in real-time rendering**
B. Organizing space for different characters
C. Partition for Installing software
D.None of the above
49. **Bitmap**
A. Two-dimensional monochrome raster image.
B. Two dimensional vector image
C.Google map
D.Animation mapping
50. **Bit**
A. The building blocks of computer data
B. Binary interface
C. Pixels
D. Raster image formats

Prepared by

Sri.Asok Kumar.K
TC 21/588
Bagavathi Lane
Karamana
Thiruvananthapuram-2