**UNIVERSITY OF CALICUT
SCHOOL OF DISTANCE EDUCATION**

BGDA (UG SDE**)**
IV SEMESTER

CORE COURSE
Advanced Techniques in Graphics & Animation

**Prepared by
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QUESTION BANK

1. Autodesk

    a. 2D Software
    b. 3D Software
    c. Publication software
    d. None of the above

2. Polygons

    a. Two-dimensional shape with multiple sides
    b. Three Dimensional shape with four sides
    c. Ellipse
    d. Circle

3. Bezier curves

    a. Smooth motion between keyframes.
    b. Curves for creating 2D Animation
    c. Techniques of creating curves
    d. None of the above

4. Model with minimized ambiguous representation

    a. Solid Modeling

b. surface modeling
c. Wire frame modeling
d. None of the above

5. Rendering

a. Transferring 3D to 3D
b. Process of generating an image from a 2D or 3D
c. Story board making
d. Cut out animation making

6. Props Modeling

a. Proposal for modeling
b. Proper Modeling
c. Property modeling
d. None of the above

7. Character Modeling

a. Sketches for a character
b. Mathematical representation of a three-dimensional character
c. Polygon Modeling
d. None of the above

8. Transition from one frame to another

a. linear editing
b. Rotoscoping
c. Morphing
d. Merging of layers

9. Forward Kinematics

a. To determine the movements of jointed constructs.
b .To determine the time of motion
c. .To determine the movements of frames
d. None of the above

10. Fractals

a. Abstract Image
b. Transparent back ground

c. Vector Image
d. None of the above

11. Bump Maps

a. Gray scale Texture
b. Multi color Texture
c. Mapping polygons
d. None of the above

12. UV texture editor

a. Maya
b. Flash
c. Photoshop
d. Indesign

13. Claymation

a. Stop motion animation
b. Cell animation
c. Clay model in 3D max
d. None of the above

14. Cell Animation

a.2D
b.3D
c. Virtual reality
d. None of the above

15. Motion Path

a. Geometric path
b. Movements of leg
c. Movement of head
d. None of the above

16. Motion capture

a. Recording movements of objects
b. Video shooting of an event
c. A motion picture
d. None of the above

17. NURBS

   a. Null Universal Rational Basic Splines
   b. Non-Uniform Rational B-Splines.
   c. Next Universal Rated Basic space
   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. Images using lines and curves

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

21. 3D Object

   a. Anything with a position in 3D space.
   b. Object in story board
   c. Property
   d. None of the above

22. 3D Shutter Glasses

   a. Electronic liquid crystal shutters.
   b. Shutter of Camera
   c. Shutter of animated frame
   d. None of the above

23. Ambient Light

   a. Illuminating uniformly from all sides.
   b. Back light

  c. Spot Light
  d. Three point light

24. Animation Channel

  a. Channel for animated GIF
  b. Different position, rotation of Animation
  c. Channel animated audio
  d. none of the above

25. Maya

  a. 3D software
  b. 2D Software
  c. Lighting techniques
  d. None of the above

26. 3D Primitives

  a. Primitive art and Design
  b. Building blocks
  c. Primitive script
  d. None of the above

27. S**ubdivision surface**

  a. method of representing a smooth surfaces
  b. Division of Surface
  c. Texture of surface
  d. None of the above

28. Boolean operation

  a. Operating on one or more sets of polygons in computer graphics.
  b. Rendering in 2D animation
  c. Editing of cell animation
  d. None of the above

29. Rendering

  a. Transferring 3D to 3D
  b. Process of generating an image from a 2D or 3D
  c. Story board making

   d. Cut out animation making
30. Web animation format

   a. Pixel
   b. Fractals
   c. GIF
   d. TIFF
31. UV layout tools

   a. Unfold 3D
   b. Photoshop
   c. Dream weaver
   d. None of the above
32. Squash and Stretch

   a. Basic principles of Animation
   b. Flattening
   c. Mesh laying
   d. None of the above