UNIVERSITY OF CALICUT

SCHOOL OF DISTANCE EDUCATION

B M M C

(2011 Admission Onwards)

VI Semester

Core Course

MODELING AND ANIMATION

QUESTION BANK

1. 2D Animation
   a) Wire Frame
   b) More than two Dimension
   c) Cel animation
   d) None of the above

2. 3D Animation
   a) Illution of three-dimensional
   b) Three frames
   c) Cel animation
   d) None of the above

3. Action Script
   a) Programming language
   b) Typography
   c) Action drawing
   d) Script for animation

4. Animation
   a) Sequential images in rapid succession
   b) Drawing animals
   c) Vector drawings
   d) None of the above

5. Anticipation
   a) Story board
   b) Anticipatory motion that precedes an action.
   c) Backdrop to a 2D animated scene.
   d) Transparent sheet for animation artwork

6. Array
   a) An object that lists various items/objects
   b) list of frames
   c) Framework used to build a skeleton for a moving object.
   d) None of the above

7. Aspect Ratio
   a) Ratio of different frames
   b) Refers to the ratio of width to height.
   c) Ratio of characters
   d) None of the above

8. Background
   a) Backdrop to a 2D animated scene.
   b) Back ground music
   c) Transparent sheet for animation artwork
   d) None of the above

9. Balance
   a) Balance area of characters
   b) Visible range of the drawings captured by the camera=
   c) Distribution of weight in a design
   d) **A**n animated stripe

10. Bone in animation
    a) Drawing of bone
    b) Framework used to build a skeleton
    c) Bone of character
    d) None of the above

11. Cartoon
    a) An animated frame
    b) Story board
    c) Script
    d) None of the above

12. Morphing
    a) Editing two pictures in to one picture
    b) Transition from one frame to another
    c) Picture manipulation
    d) Merging of one or layer of a digital image

13. Motion Capture
    a) Shooting of action for animation
    b) Rendering of animation frames
    c) Capturing of frames from a live video
    d) Capturing of movie still frames

14. Video format standard of India
a) NTSC   b) Betacam   c) PAL d) . Indiform

15.   Video
a) 25 frames per second
b) 24 frames per second
c) 16 frames per second
d) 26 frames per second

16.   CGI
    a) Computer-Generated Imagery
    b) Computer graphics Interface
    c) Cartoon graphics image
    d) None of the above

17.   Clean-Up
    a) Refining the rough artwork of 2D animation
    b) Rendering
    c) Texturing
    d) None of the above

18.   MPEG
   a) Compressed Bitmap file
   b) Vector image file
   c) Decompressed vector file
   d) None of the above

19.   Video format standard of India
   a) NTSC
   b) Betacam
   c) PAL
   d) Indiform

20.   Inverse 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

21.   Computer Animation
   a) Cel animation
   b) Traditional animation
   c) Creation of moving images through the use of computers
   d) None of the above

22.   Demo Reel
   a) A collection of work for presentation
   b) Technique used for 2D animation
   c) Input for drawing in a computer
   d) None of the above

23.   Depth of Field

   a) Depth of Back ground
   b) Focus of objects in a scene at various depths
   c) Area of back ground
   d) None of the above

24.   Dope Sheet

   a) Cellophane sheet
   b) Worksheet used to plan the timing and action
   c) Story board sheet
   d) None of the above

25.   NURBS
   a) Non- Universal Ratio based Splines
   b) Non-Uniform Rational Basis Splines
   c) New -Unit Rastor based Splines
   d) Non Universal Rastor brush for smoothening

26.   Wire frame
   a) Final stage of Rendering
   b) First stage of 3D before an object is rendered
   c) Final out put of a frame
   d) Grid for drawing story board

27. MPEG
a) Compressed Bitmap file
b) Vector image file
c) Decompressed vector file
d) None of the above

28.Exposure sheet

   a) Worksheet used to plan the timing and action
   b) Sheet to prepare drawing
   c) Cellophane sheet
   d) None of the above

29.   Dry Brush Technique
   a) Drawing brush with pencil
   b) Technique used for 2D animation
   c) Picture manipulation
   d) None of the above

30.   Field
   a) Area of animation sheet
   b) Visible range of the drawings captured by the camera
   c) Back ground
   d) None of the above

31.   Flip Book
   a) Book containing sequences of an animation
   b) Album of animation
   c) Comic strip
   d) None of the above

32. Telecine
     a) Transfer of Movie to video
     b) Transfer of video to Movie
     c) Transfer of Video to Hard disc
     d) Transfer of video to CD

33. Rostrum camera
     a) Used to film 2D cel animation
     b) 3D character generator
     c) Animation projection system
     d) None of the above

34. Rotoscoping
     a) live action video is traced to create animation
     b) Animation projection system
     c) 3D character generater
     d) Drawing method

35. Squash and Stretch
     a) Rendering
     b) Exaggerated animated motion.
     c) Drawing method
     d) Drawing in cell

36. Stop-Motion Animation
     a) Animation by arranging real objects
     b) Animation without motion
     c) End of animation
     d) None of the above

37. Tween
     a) Key Frame
     b) In-between
     c) Exaggerated motion
     d) None of the above

38. Vector Animation
     a) Mathematical values
     b) Pixel
     c) Cut out Animation
     d) Claymation

39.   Zoetrope
   a) Current animation Generator
   b) An early animation device
   c) Claymation equipment
   d) None of the above

40.   Alpha
   a) Opacity of an object.
   b) Name of a device
   c) Name of atool
   d) None of the above
41.   Layer
   a) Graphics stacked
   b) Pages stacked
   c) Files stacked
   d) None of the above

42.   Silverlight
a) Backlight
b) Content delivery for the web
c) Three point light
d) Foreground light

43.   Anti-Aliasing
a) Process of blurring sharp edges in pictures
b) Aligning Images
c) Slicing objects in a frame
d) None of the above

44.   Fractals
a) Colour mode RGB
b) Complex Abstract image created by Computer
c) Layers in an Image
d) None of the above

45.   Rendering in animation
   a) Process to create an image from a data file
   b) Illustrating a picture
   c) Transition from a frame to another
   d) Preparation of Story board

46. Vector images
a) Scalable image without losing clarity.
b) Pixel images lose clarity in enlarging
c) Complex Abstract image
d) None of the above

47. Frame in animation
a) Single complete image contains an animation drawing
b) Size of Monitor
c) Frame rate
d) None of the above

48. Graphical User Interface
a) Graphic design
b) Interacting with a computer or program through an icon
c) A software for animation
d) None of the above

49. Graphics Tablet
a) Tablet computer
b) Graphic design
c) Input for drawing in a computer
d) None of the above

ANSWER KEY

1.   Cel animation
2.   Illution of three-dimensional
3.   Programming language
4.   Sequential images in rapid succession
5.   Anticipatory motion that precedes an action.
6.   An object that lists various items/objects
7.   Refers to the ratio of width to height.
8.   Backdrop to a 2D animated scene.
9.   Distribution of weight in a design
10. Framework used to build a skeleton
11. **A**n animated frame
12. Transition from one frame to another
13. Shooting of action for animation
14.   PAL
15. 25 frames per second
16. Computer-Generated Imagery
17. Refining the rough artwork of 2D animation
18. None of the above
19. PAL
20. To determine the movements of jointed constructs.
21. Creation of moving images through the use of computers
22.   A collection of work for presentation
23. Focus of objects in a scene at various depths
24.   Worksheet used to plan the timing and action
25. Non- Universal Ratio based Splines
26. First stage of 3D before an object is rendered
27. None of the above
28. Worksheet used to plan the timing and action
29. Technique used for 2D animation
30. Visible range of the drawings captured by the camera
31. Book containing sequences of an animation
32. Transfer of Movie to video
33. Used to film 2D cel animation
34. live action video is traced to create animation
35. Exaggerated animated motion.
36. Animation by arranging real objects
37. In-between
38. Mathematical values
39. An early animation device
40. Opacity of an object
41. Graphics stacked
42. Content delivery for the web

43. Process of blurring sharp edges in pictures
44. Complex Abstract image created by Computer
45. Process to create an image from a data file

46. Scalable image without losing clarity.
47. Single complete image contains an animation drawing
48. Interacting with a computer or program through an icon
49. Input for drawing in a computer

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