

Animation With Anim8or

Multiple Choice Question & Answers:-

1)Anim8or is acomputer animation program.

a)2D

b)3D

c)4D

d)5D

Ans: b)3D

2)How many main working modes in Anim8or?

a)One

b)Four

c)Two

d)Three

Ans: b)Four

3)Character editor is also known as.....

a)figure editor

b)sequence editor

c)object editor

d)scene editor

Ans: a)figure editor

4)Which tool deletes any selected components and puts the on the clipboard?

a)undo

b)redo

c)cut

d)a and b

Ans: c)cut

5)Each figure's skeleton starts with abone.

a)child

b)root

c)both a and b

d)none of these

Ans: b)root



6) This button adds.....

a)circle

b)cube

c)ellipse

d)none of these

Ans: b)cube

7)Which mode contains a bone structure, or skeleton?

a) figure

b)sequence

c)object

d)scene

Ans: a) figure

8)fps stands for

a)frames per shot

b)frames per scene

c)frames per time

d)frames per second

Ans: d)frames per second

9)The shortcut Ctrl-C is used for

a)copy

b)cut

c)save

d)paste

Ans: a)copy

10) Ctrl-Z is used for

a) Change into Drag Select mode

b) Change into Select mode

- c) Change into Move mode
- d) Undo the last editing command

Ans: d) Undo the last editing command

11) Which of the following is the default extension of anim8or file.

- a) .an8
- b) .ani8
- c) .a8
- d) .a.8

Ans: a) .an8

12) The print option is present in.....menu

- a) edit
- b) setting
- c) file
- d) about

Ans: c) file

13) Theis where you create and modify new 3D objects.

- a) figure editor
- b) object editor
- c) scene editor
- d) sequence editor

Ans: b) object editor

14) When you run the anim8or the default mode is

- a) object mode
- b) figure mode
- c) scene mode
- d) sequence mode

Ans: a) object mode

15) Toolbar is present in.....

- a) left
- b) right

- c)top and left
- d)none of these

Ans:c)top and left

16) The object editor has.....modes.

- a) one
- b) three
- c)four
- d)two

Ans: c)four



17) This button allows you add which shapes to an object?

- a)spheres
- b)cylinders
- c)cubes
- d)platonic solids

Ans:a)spheres

18)Object pivot is located at the object's.....

- a)origin
- b)bottom
- c)top
- d)right

Ans: a)origin

19)We can convert parametric shapes into meshes with the.....

- a) file->View->Build->Convert_to_Mesh menu item
- b) file->Build->Convert_to_Mesh menu item
- c) View->Build->Convert_to_Mesh menu item
- d) Build->Convert_to_Mesh menu item

Ans: d)Build->Convert_to_Mesh menu item

20)In a filled view selected parametric shapes are enclosed in which bounding box?

- a)yellow
- b)red

c)white

d)black

Ans:a)yellow

21) In a filled view selected meshes are enclosed in which bounding box ?

a)yellow

b)red

c)white

d)black

Ans:c)white

22) The red box in the spline indicates that

a)spline Extendable

b) spline origin

c) spline can't Extendable

d)none of these

Ans:a)spline Extendable

23) To extrude a spline simply select it and choose the.....

a) file->View->Build->Convert_to_Mesh menu item

b) file->Build->Convert_to_Mesh menu item

c) View->Build->Convert_to_Mesh menu item

d)Build->Extrude menu item

Ans: d)Build->Extrude menu item

24)What we do with the help of Modifiers?

a)stretch

b)bend

c)twist

d)all of above

Ans: d)all of above

25)Subdivision used to be called smoothing in earlier versions of Anim8or.

a>true

b>false

Ans:a>true

26)Figure contain astructure.

- a)background
- b)environment
- c)bone or skeleton
- d)camera

Ans:;)bone or skeleton

27)The figure editor has.....modes.

- a) one
- b) three
- c)four
- d)two

Ans:d)two

28)By default bones are.....

- a)flexible
- b)fixed
- c)both a and b
- d)none of this

Ans:b)fixed

29) To skin an object you first attach it to a bone called its.....bone.

- a)base
- b)root
- c)parent
- d)none of this

Ans: a)base

30)The sequence editor has.....modes.

- a) one
- b) three
- c)four
- d)two

Ans:d)two

31) You can enter in the Scene Editor from the following:

- a) Mode->Scene menu item
- b) insert-> Scene menu item
- c)both a and b
- d)build-> Scene menu item

Ans: a) Mode->Scene menu item

32) You can enter in the Sequence Editor from the following:

- a) Mode-> Sequence menu item
- b) insert-> Scene menu item
- c)both a and b
- d)build-> Sequence menu item

Ans:a) Mode-> Sequence menu item

33) You can enter in the figure Editor from the following:

- a) Mode-> figure menu item
- b) insert-> figure menu item
- c)both a and b
- d)build-> figure menu item

Ans:a) Mode-> figure menu item

34)Which style block of buttons use to control the playback of scenes.

- a)PCR
- b)KCR
- c)VCR
- d)ZMR

Ans: c)VCR

35)Camera is present in.....editor.

- a) object
- b) figure
- c)scene
- d)sequence

Ans:c)scene

36) In scene editor we can add.....

- a) objects
- b) figures
- c) cameras
- d) all of these

Ans: d) all of these

37) A new scene contains..... default elements.

- a) one
- b) three
- c) four
- d) two

Ans: d) two

38) You can add objects to a scene by selecting the.....

- a) Build-> Add Object menu item
- b) insert-> figure menu item
- c) Mode-> figure menu item
- d) build-> figure menu item

Ans: a) Build-> Add Object menu item

39) There are..... kinds of lights that you can use in Anim8or.

- a) one
- b) three
- c) four
- d) two

Ans: b) three

40) You can add a background image in Anim8or. It can be either.....

- a) fixed image
- b) panorama
- c) both a and b
- d) none of these

Ans: c) both a and b

41)The.....component is the color of a material in a shadow.

- a)ambient
- b)diffuse
- c)specular
- d)emissive

Ans:a)ambient

42) The.....component is part of the shininesscontribution.

- a)ambient
- b)diffuse
- c)specular
- d)emissive

Ans:c)specular

43)..... lights emit light that radiates out in all direction from a particular point in the scene

- a)Local
- b)Infinite
- c)Directional
- d)Spotlights

Ans:a)Local

44)..... shadows can cast soft edges.

- a)Volume
- b)Bitmap
- c)Dark
- d)Ray traced

Ans:d)Ray traced

45)The Ambient value for plastic is.....

- a)0.5
- b)0.7
- c)0.3
- d)1

Ans:c)0.3

46).....creates a solid surface from a spline by spinning it around an axis and converting the area it sweeps into a mesh surface.

- a)Lathing
- b)Extrusion
- c)Modifiers
- d)Mirroring

Ans: a)Lathing

47)Which tool is useful for adding faced corners to surfaces?

- a)bevel
- b)cutter
- c)modifiers
- d)mirroring

Ans: a)bevel

48) Which tool is also useful for adding faces to surfaces?

- a)bevel
- b)cutter
- c)inset
- d)mirroring

Ans:c)inset

49).....tool is used to add thickness to the walls of a Mesh.

- a)bevel
- b)move
- c)inset
- d) shell

Ans: d) shell

50) The figure editor has two modes:

- a) edit and viewpoint
- b) viewpoint and axis,
- c) axis and point edit
- d) viewpoint and point edit

Ans:a) edit and viewpoint

51) Thebutton controls the visibility of your camera and lights.

- a) camera
- b) light
- c) angle
- d) visible

Ans: a) camera

52) The.....button sets the visibility of object's paths.

- a) camera
- b) light
- c) visible
- d) path

Ans: d) path

53) You can show or hide your figures' bodies with the.....button.

- a)body
- b)hide
- c) visible
- d)figure objects

Ans:d)figure objects

54) The.....button enables animation.

- a)start
- b)play
- c)key
- d)stop and play

Ans: c)key

55) A new scene contains two default elements...

- a)world and map
- b)world and camera
- c)object and light
- d)light and camera

Ans:b)world and camera

56) are basically cones of light projecting from a point.

- a)Midlight
- b)Brightlight
- c) Spotlights
- d)Highlight

Ans:c) Spotlights

57) Within the..... the spotlight has full brightness.

- a)outer angle
- b) inner angle
- c)both inner and outer
- d)none of this

Ans: b) inner angle

58).....manage key values and expressions for animation in the scene editor.

- a)Controllers
- b)expressions
- c)both a and b
- d)none of this

Ans:a)Controllers

59) The normal range for the diffuse weight is from.....

- a)0.5 to 10
- b)0 to 10
- c)0.5 to 1
- d)0.0 to 1.0

Ans: d)0.0 to 1.0

60) The.....component represents light generated by a material.

- a)specular
- b)emissive
- c)rough
- d) Trans*

Ans:b)emissive

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