

Computer Graphics and Animation MCQ Questions and Answers

Unit:5 Animation and Virtual Reality

Multiple Choice Questions and Answers

1. The animation can be defined as a collection of images played in
 - (a) Not sequence
 - (b) Defined sequence**
 - (c) Both a & b
 - (d) None of these
2. The dynamic effect of an image is called
 - (a) Video
 - (b) Animation**
 - (c) Super sampling
 - (d) None of these
3. When sound is included in the animation, it become
 - (a) Audio
 - (b) Video**
 - (c) Both a & b
 - (d) None of these
4. Many online animation tools are used to create animation in the form of
 - (a) JPEG image
 - (b) PDF image
 - (c) GIF image**
 - (d) None of these
5. An example of online animation tools are
 - (a) Macromedia flash
 - (b) GIF works
 - (c) Both a & b**

(d) None of these

6. To produce the motion in the image by placing the elements of the image on different location, which software are used

(a) Macromedia flash

(b) GIF works

(c) Both a & b

(d) None of these

7. The types of animation are

(a) Traditional animation

(b) Computer animation

(c) Both a & b

(d) None of these

8. The types of computer animation are

(a) 2D computer animation

(b) 3D computer animation

(c) Both a & b

(d) None of these

9. How many principles of animation are there?

(a) 6

(b) 3

(c) 18

(d) 12

10. What is the name of popular software used for creating 2D animation for use in web pages?

(a) Corel Draw

(b) Flash

(c) Banner Creator

(d) Maya

11. What method of animation creates the in-between frames when you create the start and end points of animation?

- (a) Motion
- (b) Shape
- (c) Classic
- (d) Tweening**

12. _____ is the option to create a circle.

- (a) Shape**
- (b) Geometry
- (c) Sphere
- (d) Modify Panel

13. What part of the menu bar allows you to hide/ unhide panels?

- (a) View
- (b) Edit
- (c) Window**
- (d) None of the above

14. This deals with the rotation and movement of the object from one point to another in specific frames.

- (a) Tweening**
- (b) Shape Tween
- (c) Motion Tween
- (d) Transition

15. It allows you to insert text with in your flash stage.

- (a) Text Box
- (b) Text Tool**
- (c) HTML
- (d) Keyframes

16. By default, this panel is located below the flash environment.

- (a) Library panel
- (b) Property Inspector panel

(c) Layers panel

- (d) All of the above

17. These are frames that are significant. It is the basis for tweened animation.

(a) Keyframes

- (b) Special Frames

- (c) Master Frame

- (d) None of the above

18. This tool allows you to scale, rotate and skew objects in the flash stage.

- (a) Merge Tool

- (b) Free Convert Tool

(c) Free Transform Tool

- (d) Object Tool

19. _____ is a way to partially hide an image in the layer immediately below another layer. The 2 layers get locked together to produce the effect.

- (a) Morphing

- (b) Tweening

- (c) Stacking

(d) Masking

20. _____, when used appropriately, adds to the viewer's experience, making for a much richer and enjoyable activity.

- (a) Advertisements

(b) Sound

- (c) Commercials

- (d) Tweens

21. A keyframes that contains objects will be represented by a _____ circle.

- (a) hollow

(b) **black**

(c) blue

(d) gray

22. The _____ is a holding place for all symbols and imported images and sounds with in a single flash file.

(a) **library**

(b) timeline

(c) properties

(d) tools panel

23. This is used to change an object from a circle to square.

(a) Mask

(b) **Shape Tween**

(c) Motion Tween

(d) Morphing

24. Empty keyframes are indicated by a _____ circle on the timeline.

(a) **hollow**

(b) black

(c) open eye

(d) closed eye

25. The _____ panel contains the basic tools needed to draw and modify objects.

(a) Actions

(b) Properties

(c) **Tools**

(d) Layers

26. This is, by far, the most tedious way to create animations.

(a) Shape Tween

(b) Motion Tween

(c) Mask

(d) Frame by Frame

27. The _____ shows the frames in the movie.

(a) tool bar

(b) properties panel

(c) timeline

(d) scene

28. When nothing is selected, you can adjust the following in the properties inspector.

(a) stage size

(b) background color

(c) frame rate

(d) all of the above

29. Changing this can sometimes makes an animation looks smoother.

(a) frame rate

(b) key frame

(c) mask

(d) layer

30. The rectangular area where the movie plays is called.....in flash interface.

(a) Timeline

(b) Panel

(c) **Stage**

(d) Toolbar

31. _____ allow you to make objects move in a more random or non-straight path.

(a) Mask

(b) Shape Tween

(c) Guided Layer

(d) Gravity Effect

32. The stacking order of viewing objects is decided by the order of _____.

(a) scenes

(b) frames

(c) layers

(d) actions

33. This action allows you to save the object in the library panel for future use.

(a) Importing

(b) Exporting

(c) Convert to Text

(d) Convert to Symbol

34. What does the abbreviation, FPS means?

(a) Flick Per Scene

(b) Frames Per Second

(c) Frames Per Scene

(d) Flick Per Second

35. What does not qualify as a symbol?

(a) graphic

(b) bitmap

(c) button

(d) movie clip

36. This movement prepares the audience for a major action the character is about to perform, such as, starting to run, jump or change expression. Examples are a pitcher's wind-up or a golfers' back swing.

(a) Anticipation

(b) Arcs

(c) Staging

(d) Slow In and Slow Out

37. The action that follows the main action; actions do not stop at the same time.

(a) Follow Through and Overlap

(b) Arcs

(c) Solid Drawing

(d) Secondary Actions

38. This action adds to and enriches the main action and adds more dimension to the character animation, supplementing and/or re-enforcing the main action.

(a) Secondary Actions

(b) Squash and Stretch

(c) Appeal

(d) Anticipation

39. Gives the illusion of weight and volume to a character as it moves. It is used in all forms of character animation from a bouncing ball to the body weight of a person walking.

(a) Squash and Stretch

(b) Straight Ahead Versus Pose to Pose

(c) Exaggeration

(d) Slow In and Slow Out

40. This principle makes objects appear to obey the laws of physics; for instance, an object's weight determines how it reacts to an action, like a push. Critical for establishing a character's mood, emotion, and reaction.

(a) Timing

(b) Arcs

(c) Solid Drawing

(d) Anticipation

41. Opposite of anticipation.

(a) Follow Through and Overlap

(b) Staging

(c) Exaggeration

(d) Slow In and Slow Out

42. The most used principle.

(a) Squash and Stretch

(b) Exaggeration

(c) Anticipation

(d) Staging

43. HMD stands for?

(a) Head Mounted Display

(b) Head Masked Display

(c) Head Made Display

(d) Head Mounted Detection

44. _____ keep track of position.

(a) Motion analyzers

(b) Motion Trackers

(c) HMD

(d) SMD

45. A type of VR environment in which subjects are visually isolated from the real environment.

(a) Immersive

(b) Semi immersive

(c) Non immersive

(d) Augmented

46. In this type of VR environment, the three-dimensional scene is considered as a part of the physical environment.

(a) Immersive

(b) Semi immersive

(c) Non immersive

(d) Augmented

47. In this type of VR environment, the subjects can perform both in the real and virtual environment.

(a) Immersive

(b) Semi immersive

(c) Non immersive

(d) Augmented

48. What does VR stand for?

(a) Very Right

(b) Vertal Reality

(c) Virtual Reality

(d) Virtual Realty

49. What are the 3 types of Virtual Reality?

(a) 3D, non-immersive, digital

(b) Immersive, 3D, non-immersive

(c) Digital, semi-immersive, projective

(d) Immersive, semi-immersive, non-immersive

50. Which is the aim of the Virtual Reality?

(a) To publicize different types of life

(b) To show how technology advances over time

(c) To insentivate the use of technology in different contexts

(d) To create an Environment of scenes or objects of real appearance

51. What kind of movement should your VR subjects have?

(a) The viewer should be in a central location and movement be limited.

(b) The viewer's movement is not important.

(c) Complete and total freedom of movement.

(d) The viewer should be able to run in real life with a headset on.

52. Which one of the senses does not applied in Virtual Reality?

(a) Vision

(b) Sound

(c) Taste

(d) Touch

53. Which of the following is a characteristic of Virtual Reality?

- (a) Created by a computer
- (b) Stimulates senses like sight, hearing, and touch
- (c) Simulates complete or partial real-world experience
- (d) All of the Above**

54. It is a mediated environment which creates the sensation in a user of being present in a (physical) surrounding.

- (a) GUI
- (b) HMD
- (c) VR**
- (d) WWW