

S. No	Question	Choice A	Choice B	Choice C	Choice D	Answer
1	What is the first step when creating a story from reference points?	Identify the main theme	Write the ending first	Create dialogue	Ignore the reference points	A
2	In the initial design stage of a architectural model, a _____ is commonly used for creating digital	printer	scanner	computer with CAD software	tablet	C
3	For a Physical comedy storyboard scene, what enhances humor?	Exaggerated expressions	Less interaction	No facial expressions	Dark lighting	A
4	Which camera angle would be a better choice to show a character's vulnerability or aloofness?	Low angle	Wide High angle	Eye level	Over-the-shoulder	B
5	To create an emotional connection with the audience, which storytelling technique is most effective?	Fast pacing without context	Random scene transitions	Monochromatic colour schemes	Use of relatable characters where audiences	D
6	In Maya, the Outliner is used to create and edit	TRUE	FALSE			B
7	To add intricate patterns to the vase's surface, which approach is best?	Paint Effects	Apply a texture	Use Boolean operations	Apply a displacement map	D
8	What is the purpose of UV mapping in prop	Add animation	Apply texture	Increase polygon	Simplify lighting	B
9	What is a best approach to achieve proper topology while modelling a interior environment/scene/set?	Focus on quads, avoid n-gons	Use high-resolution meshes	Combine multiple objects	Use only basic shapes	A
10	3D cloth models can simulate realistic fabric	TRUE	FALSE			A
11	Which principle adds realism by having the ball roll in a smooth,	Squash and Stretch	Arcs	Staging	Secondary Action	B
12	For a character jump, how can you show	Even spacing	Equal spacing	Increase lift-off spacing	Decrease spacing	D
13	Squash and stretch helps	texture	lighting	flexibility	speed	C
14	Which setting helps control the frame-by-frame	Frame Rate	Resolution	Render Settings	Layer Editor	A
15	What is crucial for blending a 3D character naturally with video footage?	Texture resolution	Lighting and shadows	Playback rate	Animation speed	B
16	Cleaning up keyframes maintains the _____ of the animation.	complexity	fluidity	colour	texture	B

17	For rotomation animation, which output option should you select	Single Frame	Video File	Image Sequence	Animation Caching	C
18	What is the primary purpose of blocking in a walk cycle animation?	Adding texture	Finalizing rendering	Adjusting lighting	Establishing key poses	D
19	If a foot is lagging, the keyframe should be	Later	Random	Earlier	Same	C
20	After the first foot strike keyframe in a run cycle, where should the next	Behind	Same height	Forward and raised	Same frame	C
21	The main function of a shader is to define how a	moves	lights	animates	textures	B
22	Which map defines the colour and texture of a	Diffuse Map	Bump Map	Specular Map	Normal Map	A
23	Which of the following can you create in	Geometry	Shaders	Lights	Cameras	B
24	Which shader simulates shiny surfaces with distinct highlights in 3D models?	Lambert Shader	Blinn-Phong Shader	Toon Shader	Subsurface Scattering Shader	B
25	What type of light creates a soft and even	Directional Light	Point Light	Soft Light	Flashlight	C
26	For a nighttime 3D background, what ambient light should you use to mimic moonlight?	Soft Blue Ambient Light	Bright White Light	Harsh Yellow Light	Intense Red Light	A
27	What does the fill light do in a three-point lighting setup?	Creates harsh shadows	Adds colour	Illuminates the background	Softens shadows from the key light	D
28	Maya can only export rendered images in the	TRUE	FALSE			B
29	What is the first step when using Render Sequence in Maya?	Select output file format	Set up camera views	Choose frames to render	Adjust lighting settings	C
30	After editing, the final step is to _____ the	Import	Render	Compress	Export	D