

## UNIVERSITY WITH A PURPOSE

## UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

**End Term Examination, July 2020** 

Course: OPEN SOURCE GRAPHICS & ANIMATION TOOLS
Program: B.Tech. (CSE + OSSOS)
Course Code: CSOS2009

Semester: IV
Time: 2.5 hrs.
Max. Marks: 100

**Instructions: Answer the following questions** 

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Tests, Surveys and Pools Tests

**Test Canvas: End-Term Exam** 

Edit Mode is: ON

☐ Durgansh Sharma 87 ▼

This	Test has 48	attempts.	For information	on editing	questions,	click More	Help below.

## **Test Canvas: End-Term Exam**

The Test Canvas lets you add, edit and reorder questions, as well as review a test. More Help

**Question Settings** 

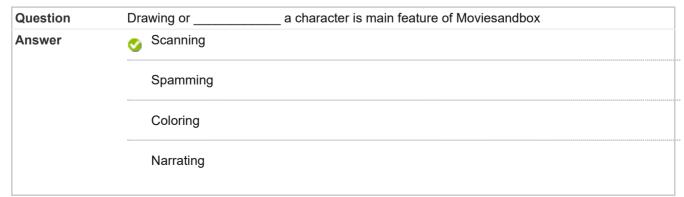
You can edit, delete or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	End-Term Examination scheduled on 12-Jul-2020 [14:00]
Instructions	Dear Students,
	This exam comprises of MCQ, T/F, and Short Answer Questions.
	You need to attend all the questions within the allotted time frame of two and a half hours.
	Whereas, the window is of 3 hours to complete the examination.
	Unlimited attempts are given and the last attempt shall be kept for records
Total Questions	64
Total Points	100
Number of Attemp	ots 48

Select: All None Select by Type: - Question Type - ▼ Points Update and Regrade Delete and Regrade Hide Question Details

□ 1. Multiple Choice: Drawing or \_\_\_\_\_ a character i...

Points: 1



Question	Moviesandbox leads to much more workflow	
Answer	Iterative	
	Sequential	
	Creative	
	Informative	
3. Multiple Cl	noice: Goal of Moviesandbox is to keep is	Point
Question	Goal of Moviesandbox is to keep is in designing	
Answer	Simple	
	Creative	
	Dual	
	Complex	
4. Multiple Cl	noice: Moviesandbox is kept as	Point
Question	noice: Moviesandbox is kept as  Moviesandbox is kept as open source animat  Cross-platform	
Question	Moviesandbox is kept as open source animat	
Question	Moviesandbox is kept as open source animat  Cross-platform	
Question	Moviesandbox is kept as open source animat Cross-platform Single platform	
Question Answer	Moviesandbox is kept as open source animat  Cross-platform  Single platform  Dual platform	ion software
Question Answer	Moviesandbox is kept as open source animat  Cross-platform  Single platform  Dual platform  None of them	ion software
Question Answer  5. Multiple Cl	Moviesandbox is kept as open source animat  Cross-platform  Single platform  Dual platform  None of them  noice: MovieSandbox can also be used to scri	ion software
Question Answer  5. Multiple Cl Question	Moviesandbox is kept as open source animat  Cross-platform  Single platform  Dual platform  None of them  noice: MovieSandbox can also be used to scri  MovieSandbox can also be used to script performance	ion software
Question Answer  5. Multiple Cl Question	Moviesandbox is kept as open source animat  Cross-platform  Single platform  Dual platform  None of them  MovieSandbox can also be used to scri  MovieSandbox can also be used to script performance  Live	ion software
Question Answer  5. Multiple Cl Question	Moviesandbox is kept as open source animate	Points

	<u></u> .	
UDP interface		
FTP interface		
HTTP interface		
HTTPS interface		
noice: Moviesandbox uses _	file with	Poin
Moviesandbox uses	file with an alpha channel to create props or cha	aracters.
✓ TGA		
JPG		
PNG		
GIF		
Sketch		
Narration		
noice: Moviesandbox used _		Poin
noice: Moviesandbox used Moviesandbox used Node based	scripting for live performances	Poin
Moviesandbox used Moviesandbox used Node based  DOM based	scripting for live performances	Poin
Moviesandbox used Moviesandbox used Node based  DOM based	scripting for live performances	Poin
	HTTPS interface  hoice: Moviesandbox uses  Moviesandbox uses  TGA  JPG  PNG  PNG  GIF  Creating animation character  Skeleton  Sketch	hoice: Moviesandbox uses file with  Moviesandbox uses file with an alpha channel to create props or chater TGA  JPG PNG GIF  hoice: Creating animation characters without  Creating animation characters without and paint was not possible Skeleton Sketch

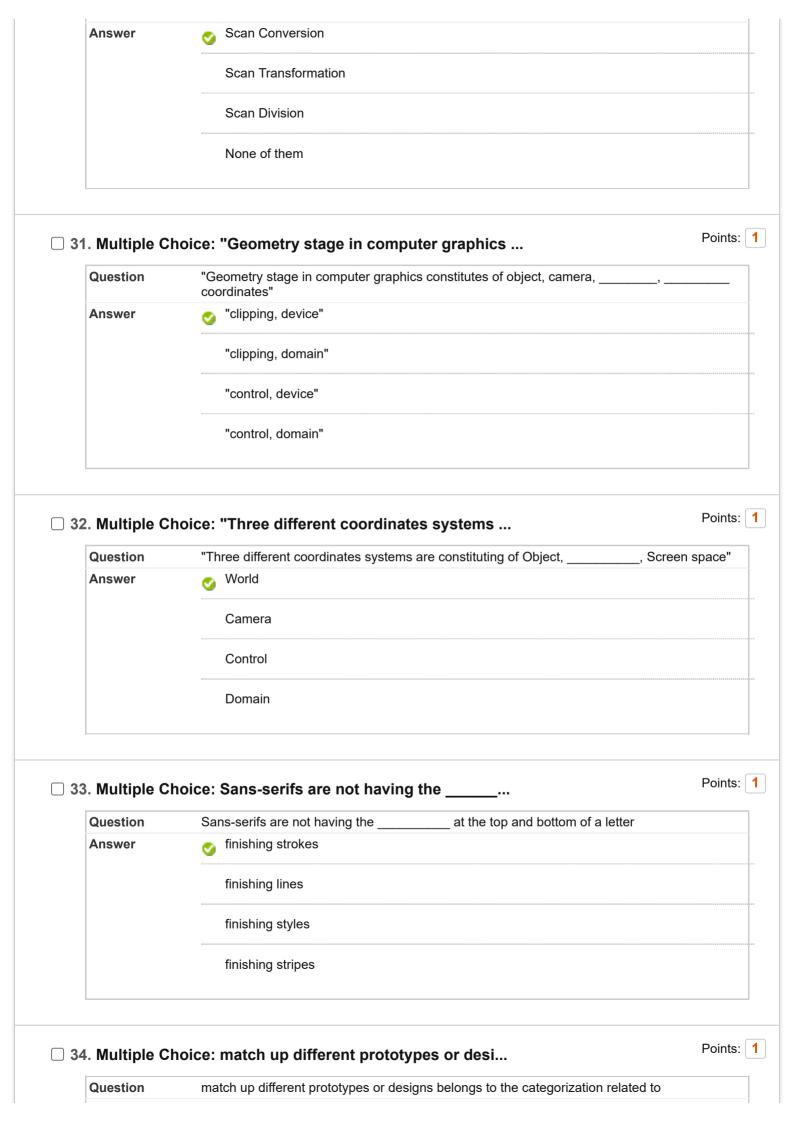
Question	Moviesandbox is an and Camera scripting tool	
Answer	Action based Character	
	Object based Character	
	Script based Character	
	Keyframe based Character	
11. Multiple C	Choice: Cameras can be created using the char	Poin
Question	Cameras can be created using the character menu in the	of Moviesandbox
Answer	SceneEditor	
	ObjectCreator	
	SceneCreator	
	None of them	
	Choice: Blender is only one of many	Poin
12. Multiple C Question Answer	Blender is only one of many  Blender is only one of many applications  3D graphics  2D graphics  SceneCreator  2D Sketching	Poin
Question Answer	Blender is only one of many applications  3D graphics  2D graphics  SceneCreator	Poin
Question Answer  13. Multiple C	Blender is only one of many applications  3D graphics  2D graphics  SceneCreator  2D Sketching  Choice: 3D software is used to create a  3D software is used to create a representation of anything	Poin
Question Answer  13. Multiple C	Blender is only one of many applications  3D graphics  2D graphics  SceneCreator  2D Sketching  Choice: 3D software is used to create a  3D software is used to create a representation of anything virtual	Poin

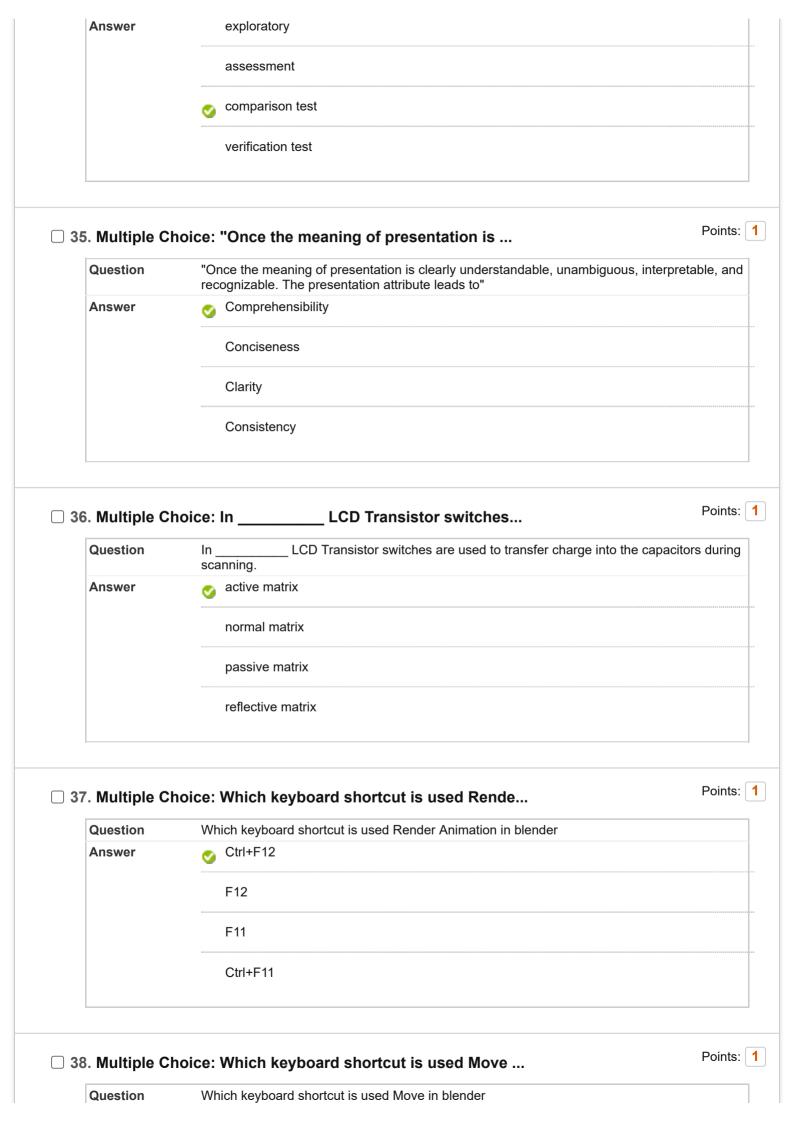
15. Multiple Choice: Question Grant Answer  Question Image Choice: I	coding and measurement	ıta	Points
15. Multiple Choice: Question Grant Answer  16. Multiple Choice: I Question Image Answer  17. Multiple Choice: I Question Image Answer	coding and measurement  coding and management  None of them  crepreser  chics is a representation of da pictorial  mathematical  managerial	ntati	Points
15. Multiple Choice: Question Grant Answer  16. Multiple Choice: I Question Image Answer  17. Multiple Choice: I Question Image Answer	Coding and management  None of them  Graphics is a representation of da pictorial  mathematical  managerial	ntati	Points
15. Multiple Choice: Question Grant Answer  16. Multiple Choice: I Question Image Answer	Graphics is a represer phics is a representation of da pictorial mathematical managerial	ıta	
Question Graph Answer  16. Multiple Choice: I Question Image Answer  17. Multiple Choice: I Question Image I	phics is a representation of da pictorial mathematical managerial	ıta	
Answer  Ouestion Image Answer  17. Multiple Choice: I  Question Image Im	mathematical managerial		
16. Multiple Choice: I  Question Image Answer  17. Multiple Choice: I  Question Image	mathematical		
16. Multiple Choice: I  Question Image Answer  17. Multiple Choice: I  Question Image	mathematical managerial		
16. Multiple Choice: I  Question Image Answer  17. Multiple Choice: I  Question Image	managerial		
16. Multiple Choice: I  Question Image Answer  17. Multiple Choice: I  Question Image			
Question Image Answer  17. Multiple Choice: I Question Image	None of them		
17. Multiple Choice: I Question Image	pictures informations		
Question Imag	None of them		
	mages are made from thousands	of tin	Points
Answer	ges are made from thousands of tiny square	es of	
1	pixels		
	pictures		
***************************************	informations		
***************************************			
18. Multiple Choice: \	None of them		Points

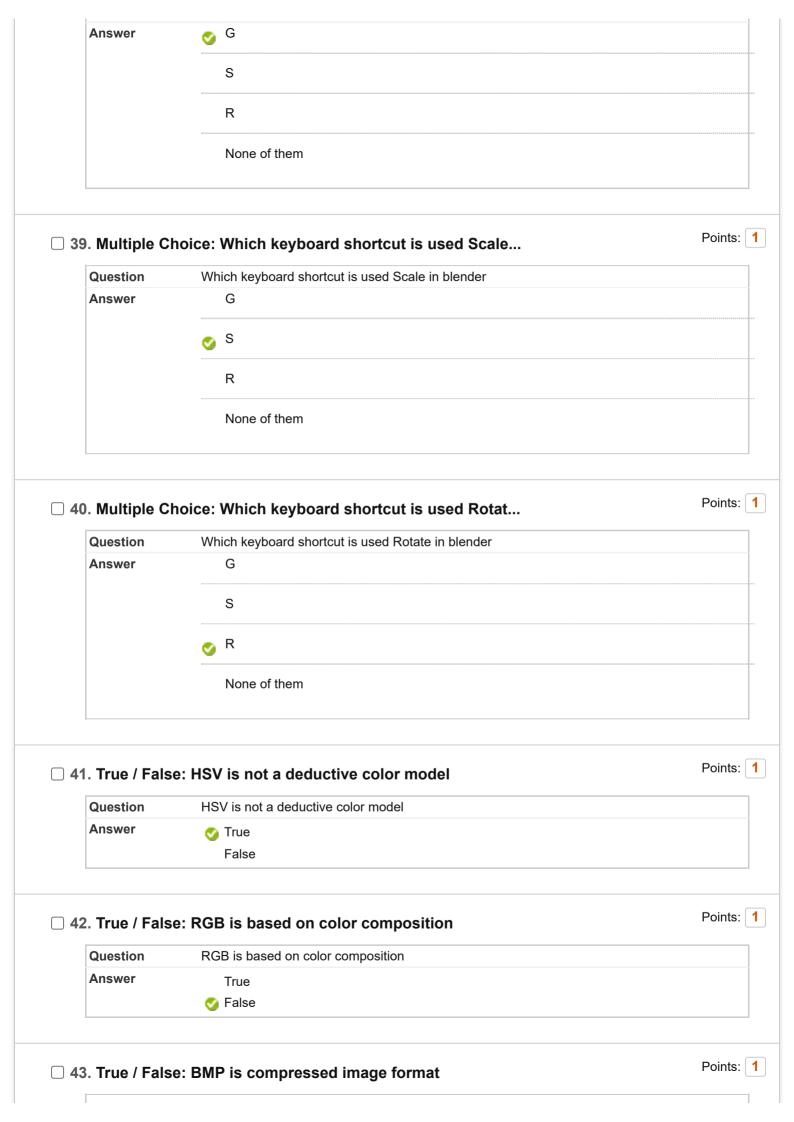
Question	Vector graphics is composed of	
Answer	o paths	
	pictures	
	pixels	
	programs	
19. Multiple C	hoice: Wavelength of Visible light lies in t	Point
Question	Wavelength of Visible light lies in the range of	
Answer	400nm to 700nm	
	450nm to 750nm	
	401nm to 750nm	
	401nm to 699nm	
Answer	deductive	
	destructive	
	constructive	
21. Multiple C	hoice: HSV Color model is used for	Point
Question	HSV Color model is used for	
Answer	Color_Setting	
	Testing	
	Display	
	Mobile	
		Point
-	hoice: Rod receptor is mostly used for	r oilit
Question	Rod receptor is mostly used for of light	

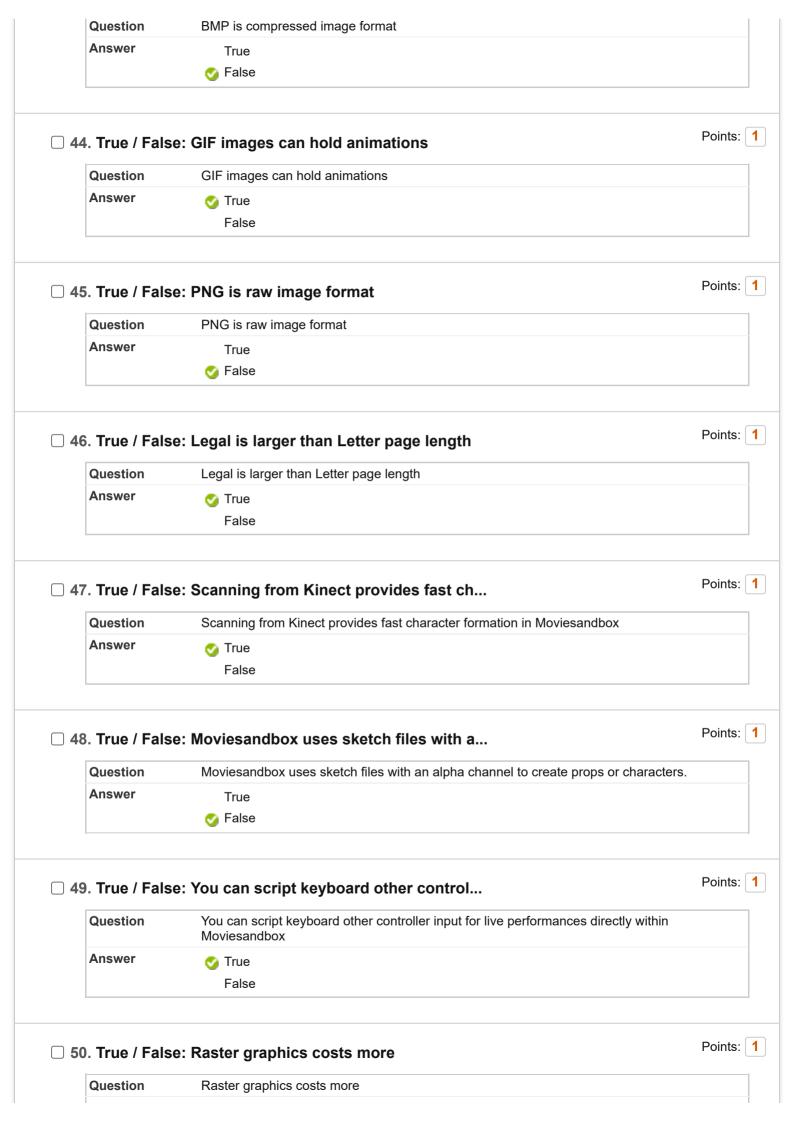
Answer	✓ luminance	
	chrominance	
	shades	
	texture	
23. Multiple C	hoice: Page layoutÿis the part ofÿgraphic de	Points
Question	Page layoutÿis the part ofÿgraphic designÿthat deals in the arrangement ofaÿpage	on
Answer	visual-elements	
	invisible-elements	
	Tool	
	Prototype	
	Tables	
Answer	and templates are page layout design patterns Grids	
	Graphics Test	
	iesi	
25. Multiple C	hoice: Templates are by design	Points
Question	Templates are by design	
Answer		
	Flexible	
	Tranlatable	
	Regressive	
26. Multiple C	hoice: To design a template graph	Points

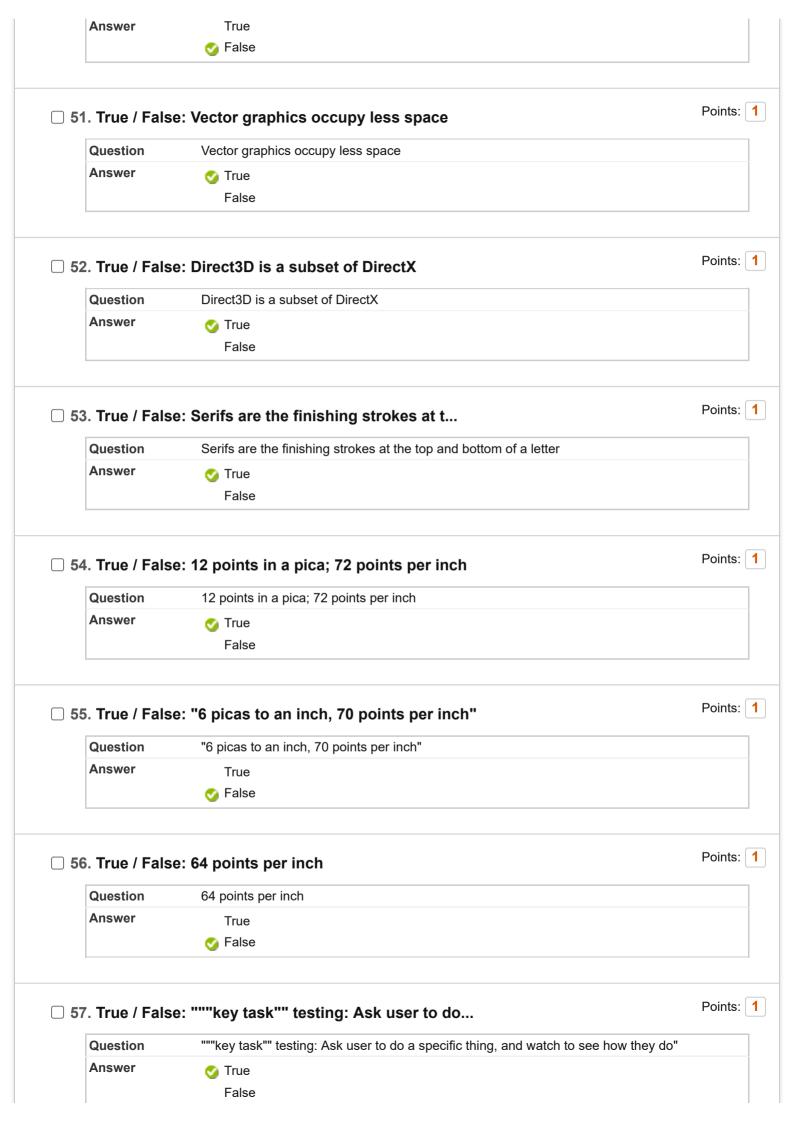
Answer	✓ More	
	Less	
	Excellent	
	No	
27. Multiple C	hoice: Using a template to lay out elements	Points:
Question	Using a template to lay out elements usually involves graphic design skill	
Answer	✓ less	
	More	
	Excellent	
	No	
8. Multiple C	hoice: "Aÿ layoutÿfor a new magaz	Points:
Question	"Aÿ layoutÿfor a new magazine might show placeholders for text and ir but demonstrate placement, typographic style, and other idioms intended to set the pactual issues, or a particular unfinished issue"	
Answer	omprehensive comprehensive	
	mockup	
	illustrated	
	wireframe	
-	hoice: Vector Graphics draw a	Points:
Question Answer	Vector Graphics draw and smooth lines continuous	
Allswei	Continuous	
	connected	
	covered	
	None of them	
30. Multiple C	hoice: Raster graphics is further divided to	Points:
Question	Raster graphics is further divided to and Ray tracing	
4400000	reactor graphico to tartifor arridod to and real trade	











Question	se: "color wheelÿorÿcolour circleÿis an a  "color wheelÿorÿcolour circleÿis an abstract illustrative organization ofÿcolorÿhues circle, which shows the relationships betweenÿprimary colors,ÿsecondary colors, colors "	
Answer	✓ True False	
59. True / Fal	se: "GUI is based on the findings develop  "GUI is based on the findings developed during the user research, and refined to usability problems found through the results of testing."	Points fix any
Answer	✓ True False	
60. True / Fal	se: "Depending on the type of interface b  "Depending on the type of interface being created the process typically involves s	Points
Question		
Answer	computer programming in order to validate forms, establish links or perform a des	sired action"
Answer		sired action"
	✓ True	
	✓ True False	
ີ 61. Short Ans	True False  Swer: SAQ-1: How does rendering of an image varies	
Question Answer	True False  Swer: SAQ-1: How does rendering of an image varies  How does rendering of an image varies in raster and vector graphics?	Points:
Question Answer	True False  Swer: SAQ-1: How does rendering of an image varies  How does rendering of an image varies in raster and vector graphics?  Rendering	Points:
Question Answer  62. Short Ans	True False  Swer: SAQ-1: How does rendering of an image varies  How does rendering of an image varies in raster and vector graphics?  Rendering  Swer: SAQ-2: Explain the anatomy of type face, typ  Explain the anatomy of type face, type size and type style along with relationship.	Points:
Question Answer  Galage Short Answer  Question Answer	False  Swer: SAQ-1: How does rendering of an image varies  How does rendering of an image varies in raster and vector graphics?  Rendering  Swer: SAQ-2: Explain the anatomy of type face, typ  Explain the anatomy of type face, type size and type style along with relabetween inch, picas and points of a pixel in an image or text.	Points:
Question Answer  Government Answer  Answer	True False  Swer: SAQ-1: How does rendering of an image varies  How does rendering of an image varies in raster and vector graphics?  Rendering  Swer: SAQ-2: Explain the anatomy of type face, typ  Explain the anatomy of type face, type size and type style along with relabetween inch, picas and points of a pixel in an image or text.  Anatomy	Points: ation Points:

Question Discuss the list of steps involved in designing a moving 3D-Text using Blender.

Answer Steps

Select: All None | Select by Type: - Question Type - ▼

Delete and Regrade | Points Update and Regrade | Hide Question Details

← OK