

3-D Animation Job Interview Questions And Answers



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3-D Animation Interview Questions And Answers Guide.

Question - 1:

Tell me what Is The Use Of Animation?

Ans:

The use of animation : Nowadays animation using everywhere. we need animation for understanding difficult thing in simple way. animation used for entertainment. animation used for express our thinking, our feeling and our dream in real world through media. animation means moving pictures, sequence of images. through animation people learning lots of thing in the world.

Animation used for architecture to show the future house in virtual life. animation used in every field of educational, entertainment & lots of fields animation is a vast term to explain.

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Question - 2:

Tell us how do you keep track of work so that it gets done on time?

Ans:

After I get a shot, I always budget my time. I divide the shot in smaller checkpoints and try to stick to them.

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Question - 3:

Explain me what Is Difference Between Display Card And Graphic Card?

Ans:

Display card display the screen in normal resolution and basic graphic. But graphic card will increase the resolution and graphic to high level and gives best performance and best result.

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Question - 4:

Tell us what is your favorite advancement in animation over the past 5 years?

Ans:

My favourite advancement in animation over the past 5 years would be just learning it and be able to create pieces.

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Question - 5:

Tell us what are your career goals as an animator?

Ans:

My career is to be a popular animator, work on big level and make a big name of my parents ...

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Question - 6:

What is first Computer Animated Character?

Ans:

Nikolai Konstantinov created a Walking Cat

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Question - 7:

Tell me what Is Modeling And Texturing?

Ans:

Texturing means to cover a pattern design above any 3D surface Model.From one opolygon or surface objet to create a another shape our real life,s things.



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Question - 8:

Tell me what Is Texture?

Ans:

It adds Surfaces, Colors and details to 3D Models

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Question - 9:

Suppose if I asked your previous supervisor what area you could improve on, as an animator, what would they say?

Ans:

He would say I need to improve in my social skills, I am a very serious person. But I will always be there if someone needs help on something.

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Question - 10:

Explain me what is Ambient Occlusion?

Ans:

Ambient occlusion is a shading method used in 3D computer graphics which helps add realism to local reflection models by taking into account.

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Question - 11:

Explain me what Has Been The Biggest Challenge Of Your Career So Far?

Ans:

With this question the employer wants to hear about how you've been challenged in your career and what you've learnt from these experiences. When compiling your answer for this question, it's a good idea to try and choose a challenge which relates to the role you're being interviewed for because this will show the employer that you're capable of overcoming the challenges which might crop up in this role. When considering which challenge to choose, consider which have been the most challenging and stressful periods/projects of your career - and which you learnt the most from. It's also a good idea to choose a challenge which shines you in a good light - and one which you've actually learnt from. For example, a great answer would be to say "The biggest challenge of my career so far has been A because of B, C and D - and I overcame these by doing E, F and G. I've learnt H, I and J from this challenge - and this is now something I apply to my everyday work."

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Question - 12:

What is Miniature Effect?

Ans:

Effects Created by producing small scale models and using close shots to create special effects.

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Question - 13:

Please explain what animation methods are you most familiar with?

Ans:

Cartoony, for sure. Warner brothers is the best example. I like rubbery, but I haven't had the opportunity to do john k type style. I love redrawing a pose that is super wacky.

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Question - 14:

Tell me example of a time when you encouraged enthusiasm and engagement in the workplace?

Ans:

My seniors needed an extra animator for their project but I was the only animator present & my classes had just begun. But still they took the chance & I got lucky & submitted my work before them.

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Question - 15:

Explain me what is rigging?

Ans:

Creating a skeleton with joints that acts as a framework for the 3D character model. You set limits on the joints so they rotate in a convincing manner. When you animate the character, you will be posing the character via its joints using either forward or inverse kinematic techniques is called rigging.

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Question - 16:

Tell me full Form Of Cgi?

Ans:

Computer Generated Imagery



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Question - 17:

Please tell us what three words would you use to describe yourself?

Ans:

Adaptable, quick learner, approachable and open to critique.

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Question - 18:

Explain what are you doing to keep current in technology?

Ans:

Mainly through social media, news about animation and vfx is always shared by my friends in the field. Also facebook groups like CG meetup, CG society, Renderman World.

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Question - 19:

Explain me what Is The Need Of Multimedia Course?

Ans:

Multimedia finds its application in various areas including, but not limited to, advertisements, art, education, entertainment, engineering, medicine, mathematics, business, scientific research

1)Multiple Job

2)Improve your creative Knowledge

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Question - 20:

Tell me what Is Motion Capture?

Ans:

The process of capturing human movements and transferring them to animals or other objects.

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Question - 21:

Tell me what Is Texturing?

Ans:

Texturing refers to the process by which professional animators are able to produce astonishing details. This detailing may refer to detailing of a character or even the environment in which the character is placed. Detailing includes clothing, hair, eye colour, skin etc. in case of a character. In case of environmental texturing, it includes textures prepared for surrounding environment, from the surface of a table or chair, to clouds or forest in the background. Animators usually use photo shop in case of environmental texturing. For character detailing photo shop may be used although some animators may prefer soft wares like 'Z brush' which offer a much higher degree of detail.

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Question - 22:

Tell me what Is Your Current Favorite Animated Film & Why?

Ans:

With this final question, an employer is looking to get an insight into who you are as an individual and how you appreciate the animated work of others. Again, with this question, the right answer will depend on your individual preferences, however if you're being interviewed for an animation job with a major studio such as Dreamworks or Aardman Animations, it's probably a good idea to choose one of their films to win you extra brownie points.

When answering this question, it's a good idea to give reasons (and technical reasons) to back up your answer. For example, you could say that your favourite film is Toy Story because you're a fairly fan of the character animation, in particular the rigging and skinning techniques they used to build the characters. By mentioning technical aspects in this answer, you're demonstrating to the employer that you have this technical knowledge and that you're capable of looking at a third party film and analysing it critically.

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Question - 23:

Explain me how Do You Handle The Pressure Of Deadline Changes?

Ans:

This is a really common question when it comes to animation job interviews because deadlines are always being moved to cope with the demands of a busy studio and the different departments within it - so it makes sense that an employer wants to know that you'll be able to stand up to this pressure.

When it comes to answering this question, it's obviously important to react positively (eg. answering with "not well" really isn't advisable!), but it's also important to back your answer up with a fairly recent(ish) example. For example, you could say "I've got lots of experience in dealing with changing deadlines - this was pretty common at company A. I remember on this one occasion the deadline changed and was bought forward two weeks. This caused my team to rethink our strategy, which resulted in the project being completed on time and to a very high standard".

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Question - 24:

Tell us why are you the best animator for us?



Ans:

My ideas are belong from new technologies and from user recommendation, becozz end user requirement is very important for us.

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Question - 25:

Tell me why did you chose a career as an animator?

Ans:

I can't see doing anything else. I love the hight of making something move, and how satisfyiong that is. I love to draw, and I would like to contribute to a project to get it up on screen.

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Question - 26:

Explain difference Between Bump Map And Normal Map?

Ans:

Bump Mapping only provides height whereas Normal Mapping provides height and angle.

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Question - 27:

Explain me Animation?

Ans:

Animation is the rapid display of a sequence of images of 2-D or 3-D artwork or model positions in order to create an illusion of movement.

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Question - 28:

Tell me which Is Your Weakest Piece In Your Portfolio/Showreel?

Ans:

An employer will ask you this question because they want to see how well you know yourself as a candidate - and they want to see if you're able to look at your work objectively. With this question, the right answer is obviously going to depend on your individual preferences - but it's always a good idea to choose a piece of work which is completely unrelated to the role you're being interviewed for. Why? Because if you choose a piece which is related to the role, you risk demonstrating to the employer that you're not a good fit for the role.

With this question, a great tactic can be to choose a piece which you completed early on in your career when your skills and techniques might not have been as developed as they are now. This is also a great way of demonstrating how much you've progressed in the sector - and how much you've improved to get to where you are now.

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Question - 29:

Tell us where Do Your Strengths Lie As An Animator?

Ans:

Again, with this question the employer is looking to see how well you know yourself as an animator and a candidate. A great tactic when answering this question is to look at the job spec/advert and see which skills they're looking for which you actually possess - and then be sure to combine these into your answer. For example, if they're looking for someone who's a pro with 3D applications such as Maya and ZBrush, if you're pretty confident with them, you could always name these as your biggest strengths.

With this answer, it's always a good idea to name a few strengths which reflect your technical ability and some of your softer skills too. For example, you could say that your biggest strengths are your proficiency with Maya and ZBrush and your ability to work well under pressure and to tight deadlines. Why? Because this shows that as well as having technical ability, you also have the softer personality traits which are needed in this kind of role.

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Question - 30:

Explain me what Is Lighting?

Ans:

1. apparatus for supplying artificial light effects for the stage or a film

2.The LD also works closely with the stage manager on show control programming, if show control systems are used in that production. Outside of the theatre the job of a Lighting Designer can be much more diverse and they can be found working on rock and pop tours,corporate launches, art installation and on massive celebration spectacles, for example the Olympic Games opening and closing ceremonies.

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Question - 31:

Tell me what Is The First Movie That Used 2d Animation In Telugu Movie?

Ans:

tom & Jerry

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Question - 32:

Tell me what Is Frame?



Ans:

Key Frame or Frame is start and end point of a object with help of software to fill the action between them.

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Question - 33:

Please explain a situation where you had an unpopular idea. What did you do to convince others that it would be successful?

Ans:

We are all different human beings, so it is normal to not always see eye to eye with everyone. If they did not agree we should be able to communicate like adults and find either a middle ground or if they give me a really good reason as to why my idea wasn't up to their standards and I understand then I will back down easily.

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Question - 34:

What is the most difficult situation you have had to face and then how did you tackle it?

Ans:

The most difficult situation was my entry into this industry, then my parents were not allowing me to do animation & told them no matter what happens I will do it & by the help of my friends initially & later I managed to convince my parents.

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Question - 35:

How do you stay focused while working long hours?

Ans:

Taking breaks in between, always get the big image in first, then polish.

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Question - 36:

Tell us about any accomplishment you are most proud of?

Ans:

I struggled in school, but with my return, I excelled in places I thought weak. My accomplishment was a matter of going through a very important learning experience early on.

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Question - 37:

Please explain as an Animator, what do you believe is your best asset?

Ans:

My best asset is to be create appealing poses that work with the timing required my the shot.

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Question - 38:

Tell me the First Fully Computer Generated Film?

Ans:

Toy Story

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Question - 39:

Explain me what Is The Country That Started 3d Animation First?

Ans:

USA is the country that started 3d animation first

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Question - 40:

Explain me the Meaning Of Multimedia?

Ans:

Which is the transfor information from one person to another person, that is called media.(eg: News paper, television, banners and etc..) Multi means combination of two or more. (eg:Text, image, audio, video, ..)

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Question - 41:

Tell me what Is Your Favourite Piece In Your Portfolio/Demo Reel & Why?

Ans:

While this question is similar to the 'weakest' one, it's also a bit different. Why? Because with this question, the employer is asking what your favourite piece is, not your strongest, so they're obviously interested in hearing about your feelings and thoughts. When answering this question, consider which piece holds the best



memories and which piece you're particularly proud of.

Remember; with this one, they're asking you about your favourite piece, so you don't necessarily have to pick the piece which is classed as the most successful or the most effective. With this question, the employer is looking to get an insight into who you are as an individual - so whichever piece you choose, be sure to have solid reasons to back up your choice. For example, you could say you like piece A because you got to work with a great team - or you could say you like piece B because you found it particularly challenging, so you're really pleased and proud of the end result.

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Question - 42:

Why Do You Want To Work For This Studio as 3-D Animator?

Ans:

Obviously, the interviewer is asking you this question to test your knowledge of their company and to see how much research you've actually done before the interview. With this question, the right answer is ultimately going to come down to your individual situation and preferences, however it's important to choose an answer which shines you in the best possible light. For example, it's probably not a good idea to say that you want to work that studio because you know they've got amazing benefits packages - and they give their staff 30 days holiday per year. Instead, a better answer would be to say that you've got enormous respect for the studio and you're a big fan of their work (name drop some examples) - and that you feel your specific skills and expertise, such as A, B and C would be a great fit for their studio.

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