3D Maya Job Interview Questions And Answers

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3D Maya Interview Questions And Answers Guide.

Question - 1:

What is Animating?

Ans:

When you have developed main wireframe design the some animations can be developed. Maya has some built in tools to develop animations for 3D designs easy. The controls of animation have timeline and range slider that is used to choose specific parts of video. The playback controls makes very easy to evaluate animations. Objects are animated in several ways. An object can be moved to some specific path using Motion paths. The lines are curved and straight. The animation tool of flow path is highly complex and skilled of many advanced animations.

View All Answers

Question - 2:

Please explain about Maya interface?

Ans:

The user interface is nothing but how you can control Maya. Initially, it will be like an application for image editing. But, it is more complex and there are multiple features that cannot be seen in various apps. Initially, you might be beset by user interface of Maya but later you will get used to that software. Drop down box in status bar is adjusted to change menu bar. It will be same as some other application for windows. Selection of tools can be done using the tool box that you are interested in developing 3D models. Also, it is possible to develop multiple layers similar to Photoshop.

View All Answers

Question - 3:

Tell me all Manipulator handles?

Ans:

While Using Move Tool, Which "set Keys On" Option Should Be Selected In Order To Set The Keys On Translate X,y & Z Attributes Only?

View All Answers

Question - 4:

Which Utility Is Shown In The Given Image?

Ans:

Multilister

View All Answers

Question - 5:

Explain me grips with 3D?

Ans:

It is very much complicated to develop 3D model when compared to flat image because grips are required with models of wireframe. One must develop a wireframe that is filled with textual surfaces and color while developing 3D models. It will be difficult when you are using Maya for the first time or beginner for 3D design. You get grips by visualizing wireframes in your heard so that it is possible to see everything will appear as needing to render.

View All Answers

Question - 6:

Which Light Is Represented By The Icon In The Given Image?

Ans:

Point light

View All Answers

Question - 7:

Which Of These Is A Software Renderer Type For Particles?

Ans:

Point

View All Answers

Question - 8:

Which Is A 3d Texture Type?

Ans:

Ramp

View All Answers

Question - 9:

Which Animation Editor Is Shown In The Given Graphic?

Ans:

Dope sheet editor

View All Answers

Question - 10:

Which Key Would You Press In Order To Turn On The Pivot Point Manipulator?

Ans:

Insert

View All Answers

Question - 11:

Which Keyboard Shortcut Lets You Edit The Particle Object In Edit Mode?

Ans:

Insert

View All Answers

Question - 12:

Breakdowns Can Be Converted Into Keys But Keys Cannot Be Converted Into Breakdowns?

Ans:

True

View All Answers

Question - 13:

Animating An Object Using Motion Path Creates A Dynamic Animation?

Ans:

False

View All Answers

Question - 14:

Tell me color Curve Attribute Is Only Available For Spot Light?

Ans:

True

View All Answers

Question - 15:

Top 30 3D Maya Interview Questions:

Ans:

1. What is full form of GIF? Name the organization behind its development.
2. What kind of image container is GIF? How is it different from other image containers?
3. What is an animation?
4. How many bits do a GIF image uses to store a pixel value?
5. Is GIF a good format for storing real life photographs?
6. Name the compression technique used by GIF image format. Is it lossless or lossy data compression?
7. What is the basic principle involved in gif animations?
8. Compare PNG with GIF.
9. Name few of the tools that can be used to create animated gif images.
10. How to optimize an animated gif?
11. What do you mean by Rigging? Is it possible to achieve rigging using gifs?
12. How to animate a text by fading it in & out?
13. What do you mean by ambient occlusion?
14. How to make an animated gif image's background transparent?
15. What is e-GIF? How it is different from GIF?

16. What you understand by alternative GIFs?
17. What is XAML?
18. Explain file structure of GIF images.
19. Pour some light over Byte Ordering in Gif Images.
20. What is the purpose of Global Color Table?
21. What do you understand by Interlacing?
22. What is a Logical Screen Descriptor?
23. What are block types & terminators?
24. How graphic color extension affects the next image in a gif file?
25. Explain LZW data compression. Name other compression technique that was earlier part of gif standard.
26. Is it possible to store a gif image in database? Which data type would be suitable to store it?
27. Write a simple html snippet to include a gif file in to the webpage.
28. Suppose you are given with two 100KB files, one of them is a jpg image & other one is a still gif image. Out of the two which one will have better quality? Justify your answer.
29. Is it possible that an animated gif also have sound?
30. Pour some light over market condition of GIF image standard. Is it still used widely over the internet?

View All Answers

Question - 16:

Operational and Situational 3D Maya Interview Questions:

Ans:

* How do you go about creating storyboards?
* Imagine you submit raw designs to a customer many times and they keep rejecting them. What do you do?
* If you were working on a project and suddenly the deadline changed, how would you handle it?

View All Answers

Question - 17:

Role-specific 3D Maya Interview Questions:

Ans:

* What attracts you to our company?
* How do you keep up with animation trends?
* What animation methods are you most familiar with?
* When do you think it's better to use MoCap instead of animation?
* Are you more skilled in acting or action?
* How good are you at rigging?
* What software do you use more often?
* What inspires you when making animations?
* Which games do you play? How would you improve them?

View All Answers

Question - 18:

60 Professional 3D Maya Interview Questions:

Ans:

1. What do you understand by animation?
2. Is there any difference between an animation & a video? Explain.
3. Give few examples of animation hardware & software.
4. What do you understand by a media authoring tool? Name few authoring tools for animations.
5. What is a twining animation?
6. What is rigging?
7. What is the number of the frames that must be shown per second to a human to cause an optical illusion of motion?
8. What do you understand by phenomenon of persistence of vision?
9. What is a motion picture? How is it different from animations?
10. Name few of the techniques used in the animation.
11. What is traditional animation? How in traditional animations sequence of the images is created?
12. What do you know about Rotoscoping?
13. Have you ever happened to come across Puppet Animation? What is it?
14. What is Stop Motion?
15. What do you mean by the plasticine animation?
16. What is the meaning of pixilation?
17. What is computer animation? Give pros & cons of computer animation.
18. What is the difference between traditional & computer animations?
19. Name few Hollywood movies that have used photo realistic animations.
20. Explain paint-on-glass technique of animation.
21. What is sand animation?
22. Name few of the animation tools that you have used.
23. Give minimum system requirement that a rich & modern animation would require.
24. How many ways there are to include an animation into a webpage?
25. How will you make a gif animation?
26. Is it possible to publish gif animations from adobe's flash?
27. Why gif animations do looks so grainy?
28. How does a 3D movie works?
29. What is an Easter egg?
30. What is difference between raster & vector animations? Which one is better?
31. What is FLV? For what purposes it is used?
32. What does SWF stand for? How is it different from FLV?
33. Out of FLV & SWF which one will you prefer to use when publishing an animation?

34. How many frames there are in one second of animation?
35. What are Flash Exploits? How can they harm your computer?
36. What is the difference between flash player & flash projector?
37. Name a program that can produce both 2D & 3D animations.
38. What is ActionScript?
39. What do you understand by shading?
40. What is ambient occlusion map?
41. What is the meaning of Texturing?
42. How can lighting improve whole look & feel of an animation?
43. When you should use Flash scenes instead Keyframes?
44. What is rendering in context of computer animation?
45. Is it necessary to draw background of the animation every time?
46. What do you understand by Image Morphing?
47. Is it possible to render 3D animations as 2D animations? If yes then how?
48. Compare animation with animatronics.
49. What do you understand by Squash & stretch in context of computer animation?
50. What is the clay motion? Why it is so jerky?
51. How are 3D snow & rain modeled in computer animations?
52. Are clothing & hair on 3D models created individually?
53. Have you ever heard technique called 2.5D animation? What is it?
54. How animators sync their music with their animation?
55. What are the standard units of measurement you use while doing animations?
56. What is a wireframe animation? What is its significance?
57. What is attraction in animation?
58. What do you understand by CAD tools? For what purposes they are used?
59. What is difference between autoCAD & other 3D programs?
60. If an architect want to make a model of a building which tool he prefer to use?

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Question - 19:

Behavioral 3D Maya Interview Questions:

Ans:

* What project in your portfolio/reel are you most proud of and why? What's the weakest and how could you have improved it?
* Tell me about a time you found it difficult to make others accept your ideas. What did you do?
* Recall a time you fell behind schedule when working on a project. What did you do to finish on time?

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Question - 20:

Which Among These Lets You Interactively Update Portions Or All Of The Scene And Get Immediate Feedback?

Ans:

IPR render current frame

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Question - 21:

Render Diagnostics Can Display Limitations And Recommendations Regarding Output Image File Format Restrictions?

Ans:

True

View All Answers

Question - 22:

Which Attribute For A Particle Per Object Is Set To "live Forever" In Order To Make The Particles Live For Ever?

Ans:

LifespanMode

View All Answers

Question - 23:

"parameter Tool" Displays The Direction Of The Curve Or Surface And The Normal To The Curve Or Surface At A Specified Point?

Ans:

True

View All Answers

Question - 24:

Which Editor Is Used To Create, Edit, And Connect Rendering Nodes, Such As Textures, Materials, Lights, Rendering Utilities, And Special Effects?

Ans:

Hypershade

View All Answers

Question - 25:

Which Material Type Is Used For Representing Matte Surfaces With No Specular Highlights, Such As Chalk Or Unpolished Surfaces?

Ans:
Lambert
View All Answers

Question - 26:
Which Move Tool Option Causes The Manipulator Orientation To Reflect The Moved Surface Rather Than The Original Surface And Lets You Move Selected Cvs On A Nurbs Surface In The U Or V Direction?

Ans:
Normal
View All Answers

Question - 27:
State Whether True Or False: Keys Cannot Be Set On The Transform Attributes Of Particles Individually In A Particle Object

Ans:
False
View All Answers

Question - 28:
Which Manipulator Is Represented By Yellow Square Pointed At With The Red Arrow In The Given Image Of A Spotlight?

Ans:
Cone angle
View All Answers

Question - 29:
Which Type Of Light Maya Automatically Creates During Render, If There Is No Light In The Scene?

Ans:
Directional light
View All Answers

Question - 30:
Tell me which Utility Node Is Used To Obtain Information About The Position Of A Light Relative To A Texture?

Ans:
Light info
View All Answers

Question - 31:
Which "world Up Type" In "attach To Motion Path" Tool Specifies That The Up Vector Try To Aim At The Origin Of A Specified Object Instead Of The World Up Vector?

Ans:
Scene up
View All Answers

Question - 32:
Which Tool Would You Use To Transform A Number Of Items Proportional, Based On The Distance From The Manipulator Handle?

Ans:
Proportional modification tool
View All Answers

Question - 33:
Which Type Of Attribute Is Typically Used In An Expression To Control A Combination Of Other Attributes?

Ans:
Custom attributes
View All Answers

Question - 34:
In The Given Image, Which Birail Tool Has Been Used To Create The Surface In Graphic 1, Using The Vertical Curves As Profile Curves And Horizontal Curves As Rail Curves In Graphic 2?

Ans:
Birail 2 tool

Question - 35:

Tell me which Nurbs Element Is Being Represented By The Yellow Colored Line In The Given Image?

Ans:

Isoparm

Question - 36:

Explain which Among These Fog Types Can Cast Shadows?

Ans:

Light fog

Question - 37:

Which Among The Following Materials Is A Volumetric Material?

Ans:

Light fog

Question - 38:

In The Given Image, The Particle Render Type Is Set To?

Ans:

Streak

Question - 39:

What Would You Do To A Nurbs Surface In Order To Create A Curve On That Surface?

Ans:

Make live

Question - 40:

Which Output Image File Formats Can Store The Depth Channels In One File?

Ans:

Maya IFF

Question - 41:

Which Light Has Been Used For Rendering The Given Image?

Ans:

Spot light

Question - 42:

In The Given Figure, Which Maya Utility Does The Button Marked In Red Points To?

Ans:

Render globals

Question - 43:

Tell me what is rendering?

Ans:

If you have developed your design framework, you can employ multiple textures and colors. One can be able to see the end project by rendering some colors. It takes much time to complete rendering and a super fast computer is needed. If you do not have good system configuration then it will be very difficult to do this task. You must struggle to complete this comfortably on the computers with low configuration. Rendering individual view is not much complicated but rendering scenes that are animated with 25 frames per second is difficult on your PC.

Question - 44:

What is Maya?

Ans:

Maya software is tremendously impressive 3 D design software which can be used by everyone who is interested in developing 3D prototypes of games. Maya is highly powerful and helpful for all the 3D design requirements. One must master interface and spend time to learn perfectly how to use application to get benefit out of it. If you master Maya software then it will be very easy to develop specialized 3D animations. But, it is mandatory to understand and practice perfectly and you must know the exact usage of tools

View All Answers

Question - 45:

Which Light Is Used To Simulate A Combination Of Direct Light And Indirect Light?

Ans:

Ambient light

View All Answers

Question - 46:

In The Given Image, The Area Marked In Red Shows The?

Ans:

Range slider

View All Answers

Question - 47:

Which Lets You Edit Event And Sound Synchronization And Timing?

Ans:

Dope sheet editor

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Question - 48:

Key Ticks Are Shown As Green Marks Whereas Breakdowns Are Shown As Red Marks On The Time Slider?

Ans:

False

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