

3D Animation Job Interview Questions And Answers



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3D Animation Interview Questions And Answers Guide.

Question - 1:

Explain 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 - 2:

Explain a 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 - 3:

Explain 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 - 4:

Explain meaning of multimedia?

Ans:

Which is the transfer 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 - 5:

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 - 6:

What is Modeling and Texturing?



Ans:

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

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Question - 7:

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 - 8:

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 - 9:

What is the first movie that used 2d animation in telugu movie?

Ans:

tom & Jerry

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Question - 10:

What is the country that started 3d animation first?

Ans:

USA is the country that started 3d animation first

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Question - 11:

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 - 12:

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 - 13:

Explain multimedia?

Ans:

It s the combinatin of text,animation,video,audio etc.....
it cmbines along wit hypertext.....

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