

Character Modeling Practice Test Questions and Answers

1. What are texturing techniques?

- A) Displacement, opacity, bump
- B) Simulation, opacity, motion
- C) Imagery, pixel, opacity
- D) Texture, bump, data

2. Another name for vertices is...

- A) Edges
- B) Corners
- C) Faces
- D) Sides

3. Another name for a 3-D shape is...

- A) A flat shape
- B) A solid shape
- C) A polygon
- D) A quadrilateral

4. What are the two kinds of regions?

- A) Window and path
- B) Window and rising
- C) Window and crossing
- D) Window and pressing

Answers: 1-A 2-B 3-B 4-C

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