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1. What animation method allows you to create smooth transitions between keyframes?

2. What is rendering in the context of 3D graphics?

3. What is a keyframe in animation?

4. What is a curve track in 3ds Max?

5. Which toolbar is used to work with animation curves?

6. Which group of transformations is united by the abbreviation MRS?

7. What system is used to customize complex character deformations?

8. What modifier is used to create the effect of bending an object?

9. What components does InstantRIG usually create?

10. What is the function of Constraints Link?

11. What is LinkedXForm and what is it used for?

12. What is the Cloth modifier used for?

13. What is PIVOT in 3ds Max?

14. What are "controllers" in the context of InstantRig?

15. What modifier is used to create the effect of twisting an object around an axis?

16. What is the Skin modifier used for?

17. What is an animation controller?

18. Which controller is used to create the movement of an object along a given trajectory?

19. What is the FCurve controller used for?

20. What types of data can be used for custom parameters?

21. Which controller is used to create the movement of an object along a closed curve?

Самый быстрый способ связи - мессенджер (кликни по иконке, и диалог откроется)
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22. What are expressions in 3ds Max?

23. What is IK-Solver?

24. What system is used to create realistic deformations of the character's skin?

25. What command is used to reset all transformations of an object?

26. What is the main difference between IK and FK?

27. Which coordinate system is used in 3ds Max by default?

28. What is Motion Mixer used for?

29. What is MAXScript used for?

30. What is rigging?

31. What is the main purpose of using InstantRig in 3ds Max?

32. What modifier is used to create the effect of soft bodies?

33. What is VFB used for?

34. What is T-pose?

35. What role does the Reaction Manager system play in animation?

36. What are the main types of connections used in kinematic schemes?

37. What types of reactions can be created using Reaction Manager?

38. What tool is used to create smooth transitions between keyframes?

39. What is the default render used in 3ds Max?

40. What is the kinematic scheme in 3ds Max?

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