C

Reg. No. :

B.E. / B.Tech. DEGREE EXAMINATION, APRIL 2019

Open elective

Civil Engineering

15UIT974- ANIMATION TECHNOLOGY

(Common to CSE, ECE, EEE, EIE, Mechanical, Chemical)

(Regulation 2015)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (5x 1 = 5 Marks)

1. Short film that use Stop motion techniques are what type of Animation?   CO1- R

   (a) Frame based Animation   (b) HTML

   (c) Animation   (d) Production

2. Which of the following is not a flat bone?   CO2- R

   (a) Rib   (b) Frontal bone   (c) Scapula   (d) Vertebra

3. These ideals with the rotation and movement of the object from one point to another in specific frames.   CO3- R

   (a) Tweening   (b Shape Tween   (c) Motion Tween   (d) Transition

4. To animate our "Bones" Figure, we selected the _____Solver.   CO4- R

   (a) HI   (b) IK   (c) KD   (d) KI

5. Modifier used to provide thickness_____   CO5- R

   (a) Shell   (b) Bhell   (c) Chell   (d) Kehl

PART – B (5 x 3= 15 Marks)

6. What are the different kinds of animation?   CO1-U

7. Explain the eight basic efforts in 2D Animation.   CO2- R

8. What is play head?   CO3- R

9. How to hide and freeze objects in 3ds Max?   CO4- Ana

10. Define rollout in drawing 2D splines.st out the tools for social network   CO5- U
    analysis.

<div align="center">PART – C (5 x 16= 80 Marks)</div>

11. (a) Illustrate and explain the following in reference to the principles   CO1- App   (16)
         of animation
          (i) Bouncing Ball Animation
          (ii) Walk Cycle

<div align="center">Or</div>

    (b) Create as your own power point slides by incorporate basic   CO1- App   (16)
         animation features using Microsoft Power point.

12. (a) How to animate the facial expression in 2D character animation.   CO2- App   (16)

<div align="center">Or</div>

    (b) How to animate the two character acting with each other while   CO2- App   (16)
         talking and explain it step by step.

13. (a) How to create a stick man animation using macro media flash an   CO3- Ana   (16)
         also explain what are the flash interfaces are required for
         animating stick man?

<div align="center">Or</div>

    (b) How to create a bouncing ball animation using macro media flash   CO3- Ana   (16)
         an also explain what are the flash interfaces are required for
         animating bouncing ball?

14. (a) Explain in detail about the importing and exporting file formats in   CO4- U   (16)
         3d max.

<div align="center">Or</div>

    (b) Explain in detail about the various interfaces in 3d Max.   CO4- U   (16)

15. (a) Explain in about the exploring modifiers types in 3d max.   CO5- U   (16)

<div align="center">Or</div>

    (b) Explain in detail about the mesh editing modifiers.   CO5- U   (16)

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