

Reg. No. :

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**Question Paper Code: 59872**

B.E. / B.Tech. DEGREE EXAMINATION, SEP 2020

Open elective

Civil Engineering

15UIT974- ANIMATION TECHNOLOGY

(Common to CSE, ECE, EEE, EIE, Mechanical, Chemical and  
Agriculture Engineering branches)

(Regulation 2015)

Duration: One hour

Maximum: 30 Marks

PART A - (6 x 1 = 6 Marks)

**(Answer any six of the following questions)**

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. What type of animation is best for creating flat appearance? CO1- R  
(a) SWF    (b) Path Animation    (c) 2D Animation    (d) 3D Animation
3. This principle describes an action that remains true to reality, just presenting it in a wilder, more extreme form CO1- R  
(a) Exaggeration    (b) Squash and Stretch    (c) Straight Ahead    (d) Timing
4. Movies on film are typically shot at a shutter rate of CO2- R  
(a) 24 frames per second    (b) 30 frames per second  
(c) 48 frames per second    (d) None of the above
5. Which is an example of an irregular bone? CO2- R  
(a) Vertebra    (b) Patella    (c) Scapula    (d) Metacarpal
6. What does the abbreviation, FPS means? CO3- R  
(a) Flick per Scene    (b) Frames per Second  
(c) Frames per Scene    (d) Flick per Second
7. This is like a comic strip that shows the important parts of a story CO3- R  
(a) Timeline    (b) Photo Story    (c) Comic book    (d) Storyboard

8. To animate our "Bones" Figure, we selected the \_\_\_\_\_ solver CO4- R  
 (a) HI (b) IK (c) HD (d) KI
9. What is the four default view port in 3d max? CO4- R  
 (a) Left, Right, Top, Bottom (b) Left, Top, Front, Perspective  
 (c) Eye, Left, Front, Back (d) Perspective, Right, Front, Over
10. Which toolbar has the option of changing parameters of an object? CO4- R  
 (a) Parametric Deformers (b) Modify (c) Mesh deformer (d) Customize

PART – B (3 x 8 = 24 Marks)

**(Answer any Three of the following questions)**

11. Discuss in detail about the terms used in animation. CO1- U (8)
12. Explain in detail about the principles of animation with neat sketch. CO1- U (8)
13. How to build and rig a simple 3D character animation. CO2- App (8)
14. Explain the different types of image formats in export menu. CO3- U (8)
15. How to create interesting patterns with the fast view settings in 3d Max. CO4- App (8)