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Question Paper Code: 59874

B.E./B.Tech. DEGREE EXAMINATION, NOV 2018

Elective

Civil Engineering

15UIT974- ANIMATION TECHNOLOGY

(Common to CSE,ECE,EEE,EIE,MECH and Chemical Engineering)

(Regulation 2015)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (5 x 1 = 5 Marks)

1. What type of animation is best for creating flat appearance? CO1- R
(a) SWF (b) Path Animation (c) 2D Animation (d) 3D Animation
2. Which is an example of an irregular bone? CO2- R
(a) Vertebra (b) Patella (c) Scapula (d) Metacarpal
3. This is like a comic strip that shows the important parts of a story. CO3-U
(a) Timeline (b) Photo Story (c) Comic book (d) Storyboard
4. 3D Max is not available in _____ CO4-R
(a) Quick time (b) Safari (c) Linux (d) Mac OS X server
5. Which is a straight or curved line that connects two vertices in a mesh object or spline? CO5-R
(a) Render (b) Vertex (c) Tile (d) Edge

PART – B (5 x 3= 15 Marks)

6. Compare and contrast the stop motion animation and computer generated animation. CO1- Ana
7. Differentiate flipping, flicking and rolling. CO2- Ana
8. Write any four selection tools. CO3- R
9. List some of the primitive and extended objects in 3d Max CO4- U
10. Define rollout in drawing 2D splines. CO5- U

PART – C (5 x 16= 80 Marks)

11. (a) Explain detail about the history of Animation with suitable examples. CO1-U (16)
- Or
- (b) Explain in detail about the principles of animation with neat sketch. CO1-U (16)
12. (a) How to animate the two character acting with each other while talking and explain it step by step. CO2-App (16)
- Or
- (b) How to animate the facial expression in 2D character animation. CO2-App (16)
13. (a) How to create a stick man animation using macro media flash and also explain what are the flash interfaces are required for animating stick man? CO3-App (16)
- Or
- (b) How to create a bouncing ball animation using macro media flash and also explain what are the flash interfaces are required for animating bouncing ball? CO3-App (16)
14. (a) Explain in detail about the Controlling & Configuring the view ports in 3D Max. CO4-U (16)
- Or
- (b) Explain in detail about the work with files in 3D Max. CO4-U (16)
15. (a) Explain in detail about the different Mesh editing Modifiers. CO5-U (16)
- Or
- (b) How to Create a patches in 3d max studio explain in detail. CO5-U (16)