		Reg. No. :												
Question Paper Code: U9971														
B.E./B.Tech. DEGREE EXAMINATION, APRIL 2024														
Open Elective														
Civil Engineering														
21UIT971- ANIMATION TECHNOLOGY														
(Common to ALL Branches)														
(Regulations 2021)														
Duration: Three hours Maximum: Answer ALL Questions								im: 1	00 N	/larks	5			
		PART A -	(10	x 2 =	= 20	Mar	ks)							
1.	What is animation and	l write five type	s of a	nim	ation	IS.						C	01 - U	J
2.	Why it is important for an animator to learn the principles of animation.										CO1-U			
3.	. Create and animate throwing a basketball to demonstrate squash and stretch								h	CO2-App				
4.	How to Draw thumbnail in YouTube videos?									C	CO2-App			
5.	What is the scope of flash in animation Industry?									CO1-U				
6.	Write advantages and disadvantages of motion tweening?								CO1-U					
7.	How to create a camera view?								CO2-App					
8.	List some of the primitive and extended objects in 3d Max									C	CO1-U			
9.	What is the difference between animation and Modeling?								C	CO1-U				
10.	Create a rolling chair in studio 3D max.								CO2-App					

$PART - B (5 \times 16 = 80 \text{ Marks})$

11. (a) Write a detail note on the 12 basic principles of animation with CO1-U (16) illustrations and examples.

Or

- (b) Explain detail about the history of Animation with suitable CO1-U (16) examples
- 12. (a) Animate a 2D human character lifting a heavy ball and pulling and CO2-App (16) pushing a heavy object and explain it step by step with the key frames.

Or

- (b) How to animate two characters 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 and CO2-App (16) also explain what are the flash interfaces are required for animating stick man?

Or

- (b) With an example, show how to develop an animation for a movie CO2-App (16) clip frame by frame.
- 14. (a) Explain in detail about the importing and exporting file formats in CO1-U (16) 3d max.

Or

- (b) What is 3D animation? List out 3D Software version with CO1-U (16) operating system used for each version.
- 15. (a) With the help of studio 3D Max. Create a Bowl step by step and CO2-App (16) draw a neat diagram.

Or

(b) Create the Flash Drive in 3D Max step by step followed by neat CO2-App (16) diagram