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Question Paper Code: U8862

B.E./B.Tech. DEGREE EXAMINATION, APRIL 2024

One Credit

Information Technology

21UIT862- FUNDAMENTALS OF 3D ANIMATION

(Regulations 2019)

Duration: Three hours

Maximum: 50 Marks

PART – A (5 x 10= 50 Marks)

(Answer any five of the following Questions)

1. Explain detail about the history of Animation with suitable examples. CO1-U (10)
2. Mention any four graphics system in output primitives. Explain in detail. CO1-U (10)
3. Apply the key frames and editors and make a horse run circle. ? CO2-App (10)
4. Apply the key frames and editors and make a Dinosaur walk circle? CO2-App (10)
5. Write a short note on the following CO1-U (10)
 - a. Traditional Animation
 - b. 2D Animation
 - c. 3D Animation
6. What is texture? Explain 2D and 3D textures. CO1-U (10)
7. Explain detail about Poly Modeling Techniques. CO1-U (10)
8. With the help Mesh editing Modifiers, based on Vertex, Edge, and Face/Polygon/Element draw an animation and explain in detail with description CO1-U (10)

