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Question Paper Code: 99874

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

Open Elective

Civil Engineering

19UIT974- ANIMATION TECHNOLOGY

(Common to CSE,ECE,EEE,,MECH,AGRI & BME Engineering)

(Regulations 2019)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. What is anticipation? Describe its artistic and technical aspects. CO1-U
2. Animate a bouncing ball to demonstrate squash and stretch CO2-App
3. What are the Essentials & qualities of good animation characters? CO1-U
4. What are the different types of motion? CO1-U
5. What is play head? CO1-U
6. What is free transform tool use for? CO1-U
7. Which steps are used to create a shape animation? CO1-U
8. What is meant by Rendering? CO1-U
9. What is meant by Extruding Splines? CO1-U
10. List the different modeling types in 3d. CO1-U

PART – B (5 x 16= 80 Marks)

11. (a) Write a detail note on the 12 basic principles of animation with illustrations and examples. CO1- U (16)
- Or
- (b) Explain detail about the history of Animation with suitable examples CO1- U (16)
12. (a) Explain the following terms in detail CO2- App (16)
(i) Responsive (ii) Reflective (iii) Fugitive (iv) Combative

Or

- (b) Animate a 2D human character lifting a heavy ball and pulling and pushing a heavy object and explain it step by step with the key frames. CO2- App (16)
13. (a) How to create a simple walk cycle stick man animation using macro media flash an also explain what are the flash interfaces are required for animating stick man? CO2- App (16)
- Or
- (b) How to create a bouncing ball animation using macro media flash an also explain what are the flash interfaces are required for animating bouncing ball? CO2- App (16)
14. (a) To Create the following and explain the steps in detail with neat diagrammatical explanation CO2- App (16)
- (i) To create interesting patterns with the fast view settings in 3d Max
 - (ii) To write the steps involved to load the reference images for modelling in the view port
- Or
- (b) Animate a vector drawing from illustrator, list out the steps followed with neat diagrammatical representation and also explain the steps involved to setting Auto Backup. CO2- App (16)
15. (a) Animate an interesting image using exploring modifiers and mesh editing modifiers in 3d max with neat diagrammatical explanation CO2- App (16)
- Or
- (b) To create the following: CO2- App (16)
- (i) Molecular chain using modifiers.
 - (ii) To use modifiers to make a section of a car appear damaged and explain in detail about the different kinds of modifiers