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Question Paper Code: U9871

B.E./B.Tech. DEGREE EXAMINATION, APRIL/ MAY 2025

Open Elective

Civil Engineering

21UIT971- ANIMATION TECHNOLOGY

(Common to ALL Branches)

(Regulations 2021)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. What are some techniques used in traditional animation that can still be applied in stop-motion? CO2-App
2. Show how overlapping lines can enhance the sense of movement in a sketch. CO2-App
3. What is virtual drawing in animation? CO1-U
4. Name two software commonly used for virtual drawing in animation. CO1-U
5. Sketch a simple panel layout for an action sequence. CO2-App
6. Adjust the workspace to display only the Timeline, Properties, and Library panels. How would do it? CO2-App
7. What is a viewport in 3D Studio Max? CO1-U
8. Name the four default viewport layouts in 3D Studio Max. CO1-U
9. What is the function of the "Vertex" sub-object level? CO1-U
10. How does the "Edge" sub-object help in polygon modeling? CO1-U

PART – B (5 x 16= 80 Marks)

11. (a) Explain the 12 basic principles of animation with suitable examples for each. CO1-U (16)
- Or
- (b) Explain the principle of "Timing" in animation and its effect on realism. CO1-U (16)

12. (a) Discuss the role of muscle movement in realistic animation. CO1-U (16)
Or
(b) Describe how thumbnail sketches help animators in planning a scene. CO1-U (16)
13. (a) Show how to organize a Flash project by effectively using Layers and Keyframes. CO2-App (16)
Or
(b) Demonstrate how to customize the Command Panel to improve workflow efficiency in 3D Studio Max. CO2-App (16)
14. (a) Design a camera movement sequence for a short 3D animation and describe the key settings used. CO2-App (16)
Or
(b) Convert a 3D scene from 3D Studio Max into a VR-compatible format and explain the steps involved. CO2-App (16)
15. (a) Compare the differences between using 2D splines for modeling vs. using standard primitives. CO1-U (16)
Or
(b) Discuss the advantages and disadvantages of using patch modeling. CO1-U (16)