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Question Paper Code: R8862

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

One Credit Course

Information technology

R21UIT862- FUNDAMENTALS OF 3D ANIMATION

(Regulations R2021)

(Common to CSE(IoT) Engineering branches)

Duration: 1.30 Hours

Maximum: 50 Marks

Answer Any Five Questions

PART – A (5 x 10= 50 Marks)

1. Explain in detail about the history of animation with suitable examples. CO1- U (10)
2. What is the difference between 2D and 3D Animation? Explain the popular use of 2D and 3D Animation. CO1- U (10)
3. Apply the key frames and editors to make a horse run circle and also explain the steps involved in detail. CO2- App (10)
4. Apply the key frames and editors to make a dinosaur walk circle and also explain the steps involved in detail. CO2- App (10)
5. What is texture? Explain in detail about the 2D and 3D textures. CO1- U (10)
6. Write a short note on the following: CO1- U (2+4+4)
 - (i) Traditional Animation
 - (ii) 2D Animation
 - (iii) 3D Animation
7. Explain in 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)

