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Question Paper Code: 59874

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2022

Open elective

Civil Engineering

15UIT974- ANIMATION TECHNOLOGY

(Common to CSE, ECE, EEE, EIE, Mechanical, Chemical ,BME , Agriculture)

(Regulation 2015)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (5x 1 = 5 Marks)

1. Stuart is playing a video game that has a lot of depth and very realistic appearance. What type of animation is Stuart enjoying? CO1- R
(a) Vector Animation (b) 3D Animation (c) AVI (d) 2D Animation
2. Which is an example of an irregular bone? CO2- R
(a) Vertebra (b) Patella (c) Scapula (d) Metacarpal
3. This is like a comic strip that shows the important parts of a story. CO3- R
(a) Timeline (b) Photo Story (c) Comic book (d) Storyboard
4. 3D Max is not available in CO4- R
(a) Quick time (b) Safari (c) Linux (d) Mac OS X server
5. Radiosity is based on CO5- R
(a) Temperature (b) Intensity (c) Harmonics (d) Organics

PART – B (5 x 3= 15 Marks)

6. Animate a bouncing ball to demonstrate squash and stretch CO1-U
7. Differentiate flipping, flicking and rolling. CO2- U
8. What is leading, Kerning and tracking? CO3- R
9. List some of the primitive and extended objects in 3d Max. CO4- R
10. List the different modelling types in 3d.analysis. CO5- U

PART – C (5 x 16= 80 Marks)

11. (a) Explain detail about the history of Animation with suitable examples CO1- U (16)
- Or
- (b) Explain in detail about the principles of animation with neat sketch. CO1- U (16)
12. (a) 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)
- Or
- (b) How to build and rig a simple 3D character animation. CO2- App (16)
13. (a) Explain in detail about the flash interfaces. CO3- Ana (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? CO3- Ana (16)
14. (a) Explain in detail about the Controlling & Configuring the view ports in 3D Max CO4- U (16)
- Or
- (b) Explain in detail about the standard primitive tools in 3d Max. CO4- U (16)
15. (a) How to edit with mesh objects in 3d. Explain in detail. CO5- U (16)
- Or
- (b) In 3d Max Studio explain the different kinds of modifiers in detail. CO5- U (16)