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**Question Paper Code: 59874**

B.E. / B.Tech. DEGREE EXAMINATION, DEC 2021

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) Write a detail note on the 12 basic principles of animation with illustrations and examples CO1- U (16)
- Or
- (b) Write a short notes on the following CO1- U (16)
- (i) Traditional Animation
  - (ii) 2D Animation
  - (ii) 3D Animation.
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) How to create a stick man animation using macro media flash an also explain what are the flash interfaces are required for animating stick man? . CO3- App (16)
- Or
- (b) How to create a smiley eye animation using macro media flash an also explain what are the flash interfaces are required for animating bouncing ball? CO3- App (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) Explain in detail about the modifiers in 3d Max modelling CO5- U (16)
- Or
- (b) Explain in detail about how to work with meshes and Polys. CO5- U (16)