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Reg. No. : | | | | | | | | | | |

Question Paper Code: 59874

B.E. / B.Tech. DEGREE EXAMINATION, NOV 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)	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 (i) Traditional Animation (ii) 2D Animation (ii) 3D Animation.	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)	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)