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**Question Paper Code: 98862**

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

One Credit

Information Technology

19UIT862- INTRODUCTION TO 3D ANIMATION

(Common to All Branches)

(Regulations 2019)

Duration: 1.30 hours

Maximum: 50 Marks

PART A - (5 x 10 = 50 Marks)

Answer Any FIVE of the Following Questions

1. Explain in detail about the principles of animation with neat sketch CO1- U
2. Mention any four graphics system in output primitives. Explain in detail. CO1- U
3. Apply the key frames and editors and make a horse run circle? CO2- App
4. Create as your own basic 2D animation using pivot animation software CO2- App
5. Animate an interesting geometric shapes in 3d Max using extended and primitive objects and also explain the steps involved in detail CO2- App
6. How to animate the two character acting with each other while talking and explain it step by step. CO2- App
7. 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
8. With the help of 2D Splines and Shapes make the following: CO1- U
  - (i) Ninja Star
  - (ii) Drawing a company Logo and Explain in detail about the drawing and Editing 2D Splines and Shapes

