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

Question Paper Code: 99874

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

Open Elective

Civil Engineering

19UIT974- ANIMATION TECHNOLOGY

(Common to CSE,ECE,EEE,,MECH,AGRI & BME Engineering)

(Regulations 2019)

Duration: Three hours | Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1.	What is animation? And what is action and acting?	CO1-U
2.	What are the animation principles you need to apply while animating a rubber ball bouncing on a hard surface?	CO1-U
3.	What are the Essentials & qualities of good animation characters?	CO1-U
4.	What are the different types of motion?	CO1-U
5.	What is free transform tool use for?	CO1-U
6.	What is leading, Kerning and tracking?	CO1-U
7.	Which steps are used to create a shape animation?	CO1-U
8.	What is meant by Rendering?	CO1-U
9.	List the different types of Modifiers.	CO1-U
10.	What is meant by Extruding Splines?	CO1-U

PART – B (5 x 16= 80 Marks)

11.	(a)	(i) What is the difference between 2D and 3D Animation? Explain the popular use of 2D and 3D Animation?	CO1- U	(8)
		(ii) Explain some tools are related with animation technology	CO1- U	(8)
		Or		
	(b)	Explain detail about the history of Animation with suitable examples	CO1- U	(16)

12.	(a)	How to animate the two character acting with each other while talking and explain it step by step.	CO2- App	(16)
		Or		
	(b)	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)
13.	(a)	How to create a stick man animation using macro media flash and also explain what are the flash interfaces are required for animating stick man?	CO2- App	(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?	CO2- App	(16)
14.	(a)	Animate an interesting geometric shape in 3d Max using extended and primitive objects and also explain the steps involved in detail	CO2- App	(16)
		Or		
	(b)	Animate a vector drawing from illustrator, list out the steps followed with neat diagrammatical representation and also explain the steps involved to setting Auto Backup.	CO2- App	(16)
15.	(a)	With the help of 2D Splines and Shapes, draw a company Logo and Explain in detail about the drawing and editing 2D Splines and Shapes	CO2- App	(16)
		Or		
	(b)	Animate an interesting image using exploring modifiers and mesh editing modifiers in 3d max with neat diagrammatical explanation	CO2- App	(16)