Reg. No. :

Question Paper Code: U9971

B.E./B.Tech. DEGREE EXAMINATION, NOV 2024

Open Elective

Civil Engineering

21UIT971- ANIMATION TECHNOLOGY

(Common to ALL Branches)

(Regulations 2021)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. Why it is important for an animator to learn the principles of animation.   CO1-U

2. Compare and contrast the stop motion animation and computer generated   CO1-U
    animation

3. Create and animate throwing a basketball to demonstrate squash and stretch   CO2-App

4. How to Draw thumbnail in YouTube videos?   CO2-App

5. What is the scope of flash in animation Industry?   CO1-U

6. Write advantages and disadvantages of motion tweening?   CO1-U

7. How to create a camera view?   CO2-App

8. List some of the primitive and extended objects in 3d Max   CO1-U

9. Define the term flicker in video.   CO1-U

10. What is the difference between impact and non-impact printers   CO2-App

PART – B (5 x 16= 80 Marks)

11. (a) Explain detail about the history of Animation with suitable   CO1-U   (16)
         examples

                                         Or

    (b) Explain in detail about the principles of animation with neat sketch   CO1-U   (16)

12. (a) Explain in detail about the motion in animation.   CO1-U   (16)

                                         Or

(b) What is sequential movement drawing? What are they used? Explain with the help of illustrating walk cycle using 10 Consecutive Sketches. CO1-U (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) With an example, show how to develop an animation for a movie clip frame by frame. CO2-App (16)

14. (a) Explain in detail about the importing and exporting file formats in 3d max. CO1-U (16)

Or

(b) What is 3D animation? List out 3D Software version with operating system used for each version. CO1-U (16)

15. (a) Explain in detail about the different Mesh editing Modifiers. CO1-U (16)

Or

(b) How to Create a patches in 3d max studio explain in detail. CO1-U (16)

U9971