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Question Paper Code: U8862

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

One Credit

Information Technology

21UIT862- FUNDAMENTALS OF 3D ANIMATION

(Regulations 2019)

Duration: Three hours

Maximum: 50 Marks

PART – A (5 x 10= 50 Marks)

(Answer any five of the following Questions)

1. Write a detail note on the 12 basic principles of animation with illustrations and examples. CO1-U (10)
2. Mention any four graphics system in output primitives. Explain in detail. CO1-U (10)
3. Write short notes on Merge animations and its behaviors. CO1-U (10)
4. Apply the key frames and editors and make a Dinosaur walk circle? CO2-App (10)
5. Animate the two different characters acting with each other while talking using 2d max. CO1-U (10)
6. What is texture? Explain 2D and 3D textures. CO1-U (10)
7. Explain detail about Poly Modeling Techniques. CO1-U (10)
8. With the help of 2D Splines and Shapes make the following: CO1-U (10)
 - i) Ninja Star
 - ii) Drawing a company Logo and Explain in detail about the drawing and editing 2D Splines and Shapes.

