Reg. No. :

Question Paper Code: U8862

B.E./B.Tech. DEGREE EXAMINATION, NOV 2025

One Credit

Information Technology

21UIT862- FUNDAMENTALS OF 3D ANIMATION

(Regulations 2021)

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.	What is the difference between 2D and 3D Animation? Explain the popular use of 2D and 3D Animation?	CO1-U	(10)
3.	Create as your own basic 2D animation using pivot animation software	CO1-U	(10)
4.	Write short notes an Merge animations and its behaviors.	CO1-U	(10)
5.	Animate the two different characters acting with each other while talking using 2d max.	CO2-App	(10)
6.	Draw and animate an interesting geometric shapes in 3d Max using extended and primitive objects	CO2-App	(10)
7.	With the help of 2D Splines and Shapes make the following: i)Ninja Star ii)Drawing a company Logo and Explain in detail about the drawing and editing 2D Splines and Shapes.	CO1-U	(10)
8.	Explain in detail about skeleton and its keys.	CO1-U	(10)

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