**Reg. No. \_\_\_\_\_\_\_\_**

**Karunya University**

**(Karunya Institute of Technology and Sciences)**

(Declared as Deemed to be University under Sec.3 of the UGC Act, 1956)

**Supplementary Examination - June 2011**

**Subject Title: COMPUTER ANIMATION Time: 3 hours**

**Subject Code: 09IT217 Maximum Marks: 100**

#### **Answer ALL questions**

**PART – A (10 x 1 = 10 MARKS)**

1. What is Story board?

2. \_\_\_\_\_\_\_\_\_ is the basic modeling technique.

3. What is another name for Ambient light?

4. What is TIFF?

5. What is the use of kinematics?

6. What is temporal animation?

7. What is Non-Photorealistic rendering?

8. \_\_\_\_\_\_\_\_\_ is the shortcut key for rendering.

9. The default pre animated max script is \_\_\_\_\_\_\_\_\_\_

10. \_\_\_\_\_\_\_\_\_ is the shortcut key for material editor

**PART – B (5 x 3 = 15 MARKS)**

11. What is Spline modeling?

12. Define rendering.

13. Define Inverse Kinematics.

14. How to create texturing in 3DS MAX?

15. Define Compositing.

**PART – C (5 x 15 = 75 MARKS)**

16. Explain the common modeling techniques.

(OR)

17. Explain story boarding with examples.

18. Explain camera and lighting in 3DS MAX.

(OR)

19. Explain the video post and its components.

20. Explain curve editing and dope sheet editing.

(OR)

21. List out the extended primitive tools and explain.

22. Explain Atmospheric effects.

(OR)

23. Explain different output formats from 3DS MAX.

24. Explain Pre Production and Post Production in Animation.

(OR)

25. Animation plays an indispensable role in film making – discuss.