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



**UNIVERSITY**

(Karunya Institute of Technology & Sciences)

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

**End Semester Examination – April/May – 2017**

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| **Code :** | **14MT2009** | **Duration :** | **3hrs** |
| **Sub. Name :** | **INTRODUCTION TO 3D ANIMATION** | **Max. marks :** | **100** |

**ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)**

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| Q. No. | Sub Div. | Questions | Course  Outcome | Marks |
| 1. |  | Appraise the various parts of panel in a storyboard based on the intended audience. | CO1 | 20 |
| (OR) | | | | |
| 2. |  | Descirbe polygonal modeling and explain the importance of polygonal modeling in today’s animation industry. | CO2 | 20 |
| 3. |  | Relate the various methods in which you will light up a 3D scene for a Room Interiors based on the different types of lights used for animation. | CO1 | 20 |
| (OR) | | | | |
| 4. | a. | Devise a dope sheet of a character walking which walks by increasing speed from frame 1 to 250 , maintains speed from frame 251 to 750, and comes to rest from frame 751 to 1000. | CO1 | 10 |
|  | b. | Illustrate a dissection of a motor bike using hierarchies for effective modeling. | CO1 | 10 |
| 5. |  | Creating a movie is different from editing an animation movie-Justify. | CO3 | 20 |
| (OR) | | | | |
| 6. | a. | What is the importance of posing and timing in Maya? Explain how to work with poses. | CO3 | 10 |
|  | b. | Generate a stick figure of a character in five different pose set of your choice. | CO3 | 10 |
| 7. |  | Comply how hair and fur differ in animation with their relevant properties. | CO2 | 20 |
| (OR) | | | | |
| 8. |  | Summarize the various types of textures that could be place in surface texture mapping and solid texture mapping. | CO1 | 20 |
|  | | **Compulsory:** |  |  |
| 9. | a. | Categorize the various geometric primitives that are available in a typical animation software. | CO1 | 15 |
|  | b. | Examine the Boolean operations that could be operated on a cube and a cylineder. | CO2 | 5 |