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 :** | **14MT2038** | **Duration :** | **3hrs** |
| **Sub. Name :** | **COMPUTER 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. | a. | List and brief about the various issues that comprise in the preproduction phase of an animation. | CO2 | 17 |
|  | b. | Differentiate between local and global illumination. | CO1 | 3 |
| (OR) | | | | |
| 2. |  | Distinguish between 2D and 3D transformation. Explain in detail about the various classification of transformation with example. | CO1 | 20 |
| 3. | a. | Write short notes on rendering. Explain any three rendering algorithms that are used to calculate the color of every pixel of the digital image. | CO3 | 10 |
|  | b. | Discuss about the subsequent shading algorithms that is devoted to the calculation of shading on the surface.  (i) Faceted shading. (ii) Gouraud shading. (iii) Lambert shading. | CO2 | 10 |
| (OR) | | | | |
| 4. |  | Illustrate about the type of mapping in which two dimensional picture is applied to the surface of a three dimensional model. | CO1 | 20 |
| 5. |  | Summarize the positive effects of using different advanced texturing techniques. | CO2 | 20 |
| (OR) | | | | |
| 6. | a. | List the impact of global atmospheric effect. | CO1 | 10 |
|  | b. | Describe about the categories of lights used to model a 3D scene. | CO2 | 10 |
| 7. | a. | Use an example to discuss how soft body dynamics produces a change in the shape of an object. | CO2 | 10 |
|  | b. | Discuss about the metaball technique which creates surfaces that automatically blend together. | CO3 | 10 |
| (OR) | | | | |
| 8. |  | Define fractals. Describe about the characteristics and classification of fractals. | CO2 | 20 |
|  | | **Compulsory:** |  |  |
| 9. |  | Explain about the process of compositing and editing in post production. | CO2 | 20 |

ALL THE BEST