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 :** | **14VC2022** | **Duration :** | **3hrs** |
| **Sub. Name :** | **TYPES OF 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. |  | Differentiate Japanese Animation and American Animation, based on its production and content styles. | CO1 | 20 |
| (OR) | | | | |
| 2. |  | Enumerate classical animation techniques and identify each based on it advantages. | CO1 | 20 |
|  | | | | |
| 3. |  | Explain the process involved in “Limited Animation”. | CO2 | 20 |
| (OR) | | | | |
| 4. | a. | What is direct manipulation animation and relate to current application. | CO3 | 10 |
|  | b. | What is sand animation? | CO3 | 10 |
|  | | | | |
| 5. | a. | Point out five Differences between Classical 2D animation and contemporary 2d Animation. | CO2 | 10 |
|  | b. | Distinguish Animation in motion 2D and motion 3D. | CO2 | 10 |
| (OR) | | | | |
| 6. |  | What is Stop motion Animation? Explain with examples. | CO1 | 20 |
|  |  |  |  |  |
| 7. |  | Explain CG Animation, Animatics, Cut out Animation, Animation Loops. | CO2 | 20 |
| (OR) | | | | |
| 8. |  | Explain the terms Cel Animation, Key Frame Animation and demonstrate with short production process. | CO3 | 20 |
|  |  |  |  |  |
|  | | **Compulsory:** |  |  |
| 9. |  | Reproduce, major elements required to construct animation used for gaming purposes. | CO1 | 20 |

ALL THE BEST