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

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**End Semester Examination – Nov/Dec – 2018**

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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)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Q. No.** | **Sub Div.** | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Elaborate the different types of story board and the components involved in the same. | CO1 | 20 |
| (OR) | | | | |
| 2. | a. | Illustrate the technical tests to be carried out during an animation design. | CO1 | 15 |
| b. | Discuss the various components involved in sound design. | CO1 | 5 |
|  |  |  |  |  |
| 3. |  | Review the Geometric transformations involved in Modeling a 3D Character. | CO2 | 20 |
| (OR) | | | | |
| 4. |  | Outline the Common Modeling techniques involved in a 3D animation process. | CO2 | 20 |
|  |  |  |  |  |
| 5. |  | Relate the various rendering algorithms involved in 3D animation | CO2 | 20 |
| (OR) | | | | |
| 6. |  | Analyse the role of parametric and dope sheet editing techniques in animating a character. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | Review the forward and inverse kinematics mechanism in animating a given human model. | CO2 | 20 |
| (OR) | | | | |
| 8. |  | Demonstrate the light and surface properties involved in illuminating a given scene. | CO2 | 20 |
|  | |  |  |  |
|  | | **Compulsory**: |  |  |
| 9. | a. | Examine the process in setting up hair and fur on a 3D model. | CO3 | 10 |
|  | b. | Summarise the various virtual sculpting techniques. | CO3 | 10 |