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

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

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| **Code :** | **14VC3014** | **Duration :** | **3hrs** |
| **Sub. Name :** | **ADVANCED 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. |  | Explain the preproduction process in detail for an character and model design. | CO1 | 20 |
| (OR) | | | | |
| 2. | a. | Write in detail about the Production scheduling Process in an animation. | CO1 | 14 |
| b. | Justify the key aspects of sound design in Preproduction of an Animation production. | CO1 | 6 |
|  | | | | |
| 3. | a. | Elaborate the polygon modeling in 3D computer graphics. | CO2 | 15 |
| b. | Briefly illustrate the role Coordinate systems in animation. | CO2 | 5 |
| (OR) | | | | |
| 4. | a. | Elaborate the Nurbs modeling techniques in details. | CO2 | 10 |
| b. | Elaborate Surface Texture Mapping in detail. | CO2 | 10 |
|  | | | | |
| 5. |  | Explain the Hierarchies and Common modeling techniques in detail. | CO2 | 20 |
| (OR) | | | | |
| 6. |  | Explain about the animation Lights, Camera and Surface characteristics in detail. | CO2 | 20 |
|  | | | | |
| 7. |  | Explain Kinematics and its types in detail. | CO2 | 20 |
| (OR) | | | | |
| 8. | a. | Elaborate parameter curve editing and Dlope sheet editing.. | CO3 | 14 |
| b. | Explain in Brief about virtual sculpting. | CO3 | 6 |
|  | | | | |
|  | | **Compulsory**: |  |  |
| 9. |  | Explain about the Motion Capture method in detail. | CO3 | 20 |