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 – Nov/Dec– 2017**

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| **Code :** | **14VC2027** | **Duration :** | **3hrs** |
| **Sub. Name :** | **2D ANIMATION TECHNIQUES** | **Max. marks :** | **100** |

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

|  |  |  |  |  |
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| **Q. No.** |  | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | List any ten steps involved in planning a flash animation and how it is applied in the project. | CO2 | 20 |
| (OR) | | | | |
| 2. |  | Identify any scenario of your own choice and illustrate four important stages in making a project plan for an animation. | CO2 | 20 |
|  |  |  |  |  |
| 3. |  | Discuss any two methodology involved in drawing directly into flash. | CO1 | 20 |
| (OR) | | | | |
| 4. |  | Imagine a real world scenario and justify on the reason behind why animators be good actors as well? | CO3 | 20 |
|  |  |  |  |  |
| 5. |  | Discuss on Action script tools used in flash with suitable examples. | CO2 | 20 |
| (OR) | | | | |
| 6. |  | Identify and illustrate pros and cons on Tweening in Flash. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | List the technical specifications and steps involved in setting up “After effects” software and starting a new composition of your own choice. | CO3 | 20 |
| (OR) | | | | |
| 8. |  | Explain in detail about various steps involved in developing blur effect and Transition effect in After Effects. | CO1 | 20 |
|  | |  |  |  |
|  | | **Compulsory**: |  |  |
| 9. |  | Explain in detail on designing and creating water drowning animation effect with neat animatic illustrations and also mention in brief various steps involved in it. | CO1 | 20 |

ALL THE BEST