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



**End Semester Examination – Nov / Dec – 2019**

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| **Code :** | **14MT2009** | **Duration :** | **3hrs** |
| **Sub. Name :** | **INTRODUCTION TO 3D ANIMATION** | **Max. Marks :** | **100** |

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Q. No.** |  | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Illustrate the technical tests to be carried out during an animation design. | CO1 | 20 |
| **(OR)** | | | | |
| 2. |  | Elaborate the different types of story board and the components involved in the same. | CO1 | 20 |
|  |  |  |  |  |
| 3. |  | Create a detailed hierarchical dissection chart for a bicycle to be modeled which is to be modelled by multiple animation teams. | CO1 | 20 |
| **(OR)** | | | | |
| 4. |  | Review the geometric transformations involved in modeling a 3D character. | CO2 | 20 |
|  |  |  |  |  |
| 5. |  | Compare the various shading and rendering algorithms and how they differ from each other. | CO2 | 20 |
| **(OR)** | | | | |
| 6. |  | Describe the different types of lights used for animation. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | Propose an rigging plan for rigging a character using kinematics. | CO3 | 20 |
| **(OR)** | | | | |
| 8. |  | Criticize parameterized curve editing and dope sheet editing. | CO3 | 20 |
|  | | **Compulsory**: |  |  |
| 9. |  | Compare the properties of hair and fur, while placing them on modelled objects. | CO3 | 20 |