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



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

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| --- | --- | --- | --- |
| **Code :** | **17MT2009** | **Duration :** | **3hrs** |
| **Sub. Name :** | **INTRODUCTION TO 3D ANIMATION** | **Max. Marks :** | **100** |

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

|  |  |  |  |  |
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| **Q. No.** |  | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Illustrate the scheduling process while executing a 3D Animation process. | CO1 | 20 |
| **(OR)** | | | | |
| 2. |  | Elaborate the different types of story board and the components involved in the same. | CO2 | 20 |
|  |  |  |  |  |
| 3. |  | Elucidate the components of Booleans and Trims and how they add more ease to animation. | CO2 | 20 |
| **(OR)** | | | | |
| 4. |  | Review the Geometric primitives involved in Modeling a 3D Character and highlight the importance of blending multiple primitives to create complex objects. | CO3 | 20 |
|  |  |  |  |  |
| 5. |  | Appraise the implementation of forward and reverse kinematics technique. | CO4 | 20 |
| **(OR)** | | | | |
| 6. |  | Demonstrate the variations in the following texture mapping techniques.   1. Surface 2. Solid | CO4 | 20 |
|  |  |  |  |  |
| 7. |  | Demonstrate the light and surface properties involved in illuminating a given scene. | CO5 | 20 |
| **(OR)** | | | | |
| 8. |  | Examine the process in setting up hair and fur on a 3D model. | CO5 | 20 |
|  | | **Compulsory**: |  |  |
| 9. |  | Summarise the various virtual sculpting techniques. | C06 | 20 |