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



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

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|  |  |  |  |
| **Code :** | **14VC3014** | **Duration :** | **3hrs** |
| **Sub. Name :** | **ADVANCED ANIMATION** | **Max. Marks :** | **100** |

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Q. No.** | **Sub Div.** | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Explain Storyboarding, its types and Character Design in detail. | CO1 | 20 |
| **(OR)** | | | | |
| 2. |  | Justify the need for Pre-production in detail. | CO1 | 20 |
|  |  |  |  |  |
| 3. | a. | Elaborate Polygon Modeling in detail. | CO2 | 14 |
| b. | Describe Coordinate systems. | CO2 | 6 |
| **(OR)** | | | | |
| 4. | a. | Summarize Spline Modeling. | CO2 | 10 |
| b. | Describe Geometric primitives. | CO2 | 5 |
| c. | Write about Booleans and Trims. | CO2 | 5 |
|  |  |  |  |  |
| 5. |  | Justify the importance of Lights and Camera with its parameters. | CO2 | 20 |
| **(OR)** | | | | |
| 6. |  | Explain Texture mapping and its types in detail. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | Describe Kinematics and its types in detail. | CO2 | 20 |
| **(OR)** | | | | |
| 8. | a. | Justify the Uses of Shape Deformations in 3D Animation. | CO3 | 8 |
| b. | Write about Virtual Sculpting. | CO3 | 8 |
| c. | Describe Compositing. | CO3 | 4 |
|  | | **Compulsory**: |  |  |
| 9. |  | Elaborate Rendering for Video, Digital Media and Film in Detail. | CO3 | 20 |