Reg. No.										

MANIPAL INSTITUTE OF TECHNOLOGY

MANIPAL

A Constituent Institution of Manipal University

VII SEMESTER B.TECH. (PRINT AND MEDIA TECHNOLOGY)

END SEMESTER EXAMINATIONS, NOV 2017

SUBJECT: ANIMATION TECHNOLOGY [PMT 4103]

REVISED CREDIT SYSTEM
(21/11/2017)

Time: 3 Hours MAX. MARKS: 50

Instructions to Candidates:

- Answer **ALL** the questions.
- Missing data may be suitable assumed.

1A. Explain the following early devices used of creating animation.

a. Thaumatrope b. Zoetrope c. Flipbook d. Praxinoscope

1B. Explain the following types of storytelling technique.

a. European tradition b. Asian tradition c. Traditional medium d. Non-linear medium

1C. Explain the workflow of image mapping used in 3-D modelling.

[04 + 04 + 02]

2A. Explain the following medias used for animation.

a. Stop motion animation b. Clay animation c. Cut out animation d. Sand animation

2B. Explain the colour models used in 3-D animation rendering.

2C. Write a note on output of 3-D renderings on digital media.

[04 + 04 + 02]

3A. Explain the following computer animation language.

a. Keyframe system b. Parameterized system c. Scripting system

3B. Explain the following modifier used in 3-D modelling.

a. Mirror b. Subdivision c. Skin

3C. Explain the following image file formats.

a. TIFF b. JPEG c. EPS d. GIF

[03 + 03 + 04]

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4A. Explain the particle system used for creating particles in 3-D animation.

4B. Explain the following additional principles of animation.

a. Limited animation b. Cinematography and editing c. Facial animation

4C. Explain the following visual effects techniques.

a. Rotoscoping b. 3-D morphing c. Blue and green screen d. Computer generated particles

[03 + 03 + 04]

5A. Explain the steps involved in 3-D animation rendering

5B. Explain the geometric primitives used in 3-D modelling.

a. Cube b. Circle c. Cylinder

5C. Explain the following dynamic simulation techniques used in 3-D animation.

a. Motion dynamics b. Rigid body dynamics c. Fluid dynamics d. Cloth simulation

[03 + 03 + 04]