

(A constituent unit of MAHE, Manipal)

VII SEMESTER B.TECH. (PRINT AND MEDIA TECHNOLOGY) END SEMESTER EXAMINATIONS, NOV 2018

SUBJECT: ANIMATION TECHNOLOGY [PMT 4103] REVISED CREDIT SYSTEM (24/11/2018)

Time: 3 Hours

MAX. MARKS: 50

Instructions to Candidates:

- ✤ Answer ALL the questions.
- Missing data may be suitably assumed.
- **1A.** Explain the following media used for animation:
 - a. Stop motion b. Clay animation c. Cut out d. Animatronics animation
- **1B.** Explain the workflow for following physics simulation in 3-D animation:
 - a. Cloth simulation b. Fluid simulation
- **1C.** Explain the workflow of image mapping used in 3-D modelling.

[04+04+02]

- **2A.** Explain the following types of storytelling techniques:
 - a. European tradition b. Asian tradition
- 2B. Explain the following concept with respect to interpolation techniques:
 - a. Parameter curves b. Position and orientation
- **2C.** Write a note on output of 3-D renderings on digital media.

[04+04+02]

- **3A.** Explain the steps involved in 3-D animation rendering.
- **3B.** Explain the following printing processes:
 - a. Dye Electrostatic b. Inkjet printing c. sublimation printing printing
- **3C.** Explain the following concepts with respect to creative development of computer animation:
 - a. Character design b. Story development and script writing

[03 + 03 + 04]

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- **4A.** What is image compression? Explain its types.
- **4B.** Explain the following visual effects techniques:
 - a. Rotoscoping b. 3-D morphing
 - c. Blue and green screen
- **4C.** Explain the types of geometric transformations.

[03+03+04]

- **5A.** Define the following:
 - a. Animation b. Persistence of c. Flicker rate d. Playback rate vision
- **5B.** Explain the particle systems used for creating particles in 3-D animation. Also explain force fields used for particle systems.
- **5C.** Explain the following modifiers used in 3-D modelling:
 - a. Mirror b. Subdivision c. Skin d. Boolean

[02+04+04]