



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

**END SEMESTER EXAMINATIONS, NOVEMBER 2019**

**SUBJECT: ANIMATION TECHNOLOGY [PMT 4103]**

**REVISED CREDIT SYSTEM  
(21/11/2019)**

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 animation | b. Clay animation |
| c. Cut out animation     | d. Animatronics   |

**1B.** Explain the following simulation techniques used in 3-D animation:

- |          |               |          |          |
|----------|---------------|----------|----------|
| a. Smoke | b. Rigid body | c. Fluid | b. Cloth |
|----------|---------------|----------|----------|

**1C.** Explain the following steps of preproduction used in 3-D animation:

- |               |                     |
|---------------|---------------------|
| a. Storyboard | b. Previsualization |
|---------------|---------------------|

**[ 04 + 04 + 02 ]**

**2A.** Explain the functions of the following brushes used for Sculpting:

- |                |           |           |          |
|----------------|-----------|-----------|----------|
| a. Clay strips | b. Scrape | c. Rotate | d. Pinch |
|----------------|-----------|-----------|----------|

**2B.** Explain the steps followed in the production of 3-D animation.

**2C.** Explain the following computer animation language:

- |                     |                         |                     |
|---------------------|-------------------------|---------------------|
| a. Key frame system | b. Parameterized system | c. Scripting system |
|---------------------|-------------------------|---------------------|

**[ 04 + 03 + 03 ]**

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**3A.** Explain the following tools from Adobe Animate.

- a. Asset warp      b. Bone      c. Width      d. 3D rotation

**3B.** Explain the following visual effects techniques:

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

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

**[ 04 + 04 + 02 ]**

**4A.** Explain the following geometric primitives used in 3-D modelling:

- a. Cube      b. Monkey      c. Ico-sphere      a. Torus

**4B.** Explain the following basic positions of light sources:

- a. 45 degree pair      b. Frontal light      c. Lateral light at subject's level

**4C.** Explain the following additional principles of animation:

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

**[ 04 + 03 + 03 ]**

**5A.** Explain the following tools used in Blender:

- a. Bazier curve      b. Dynamic paint      c. Loop cut      d. Spin

**5B.** Explain the following modifiers used in 3-D modelling:

- a. Boolean      b. Array      c. Skin

**5C.** With the help of example, explain the following principles of animation:

- a. Anticipation      b. Secondary action      c. Arcs

**[ 04 + 03 + 03 ]**