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MANIPAL INSTITUTE OF TECHNOLOGY
MANIPAL
(A constituent unit of MAHE, Manipal)

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]