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

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

END SEMESTER MAKE UP EXAMINATIONS, DECEMBER 2019

SUBJECT: ANIMATION TECHNOLOGY [PMT 4103]

REVISED CREDIT SYSTEM
(26/12/2019)

Time: 3 Hours   MAX. MARKS: 50

Instructions to Candidates:

❖ Answer **ALL** the questions.

❖ Missing data may be suitably assumed.

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

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

1B. Explain the following tools used in 3-D animation:

    a. Loop cut   b. Knife   c. Spin   b. Bevel

1C. Explain following steps of preproduction of 3-D animation:

    a. Animatics   b. Scratch dialog

[04 + 04 + 02]

2A. Explain the following brushes used in Sculpting:

    a. Fill   b. Grab   c. Inflate   d. Blob

2B. With respect to pyramid of vision, explain the following concepts:

    a. Yon Plane   b. Hither Plane   c. Point of interest

    d. Point of view   e. Field of vision   f. Focal length

2C. Explain the following concepts with respect to 2-D animation production process:

    a. Model sheet   b. Exposure sheet   c. Expression chart

[04 + 03 + 03]

3A. Explain the following tools from Adobe Animate.

    a. Layer depth panel   b. Camera   c. Lasso   d. Ink bottle

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 geometric primitives used in 3-D modelling:

    a. Plane   b. Circle   c. UV sphere   d. Cylinder

4B. Explain the following types of light sources used in 3-D animation:

    a. Spotlight   b. Sun   c. Area

4C. Explain the following additional principles of animation:

    a. Visual Styling   b. User controlled animation   c. Blend motion

[04 + 03 + 03]

5A. Explain the following file formats used in Blender:

    a. JPEG   b. PNG   c. AVI JPEG   d. AVI Raw

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

    a. Build   b. Bevel   c. Decimate

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

    a. Timing   b. Appeal   c. Squash & Stretch

[04 + 03 + 03]