Reg. No.									

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

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

END SEMESTER EXAMINATIONS, DECEMBER 2020

SUBJECT: ANIMATION TECHNOLOGY [PMT 4103]
REVISED CREDIT SYSTEM
(26/12/2020)

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 tools used in 3-D animation

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

1C. Explain these steps used in the 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. Width   d. Ink bottle

3B. Explain the following visual effects techniques.

    a. Cloth simulation   b. 3-D morphing

    c. Dynamic Paint simulation   d. Particle simulation

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   a. Cylinder

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

    a. Spotlight   b. Sun   c. Area

4C. Explain in-detail the procedure of editing using Video Sequencer in Blender.

[04 + 03 + 03]

5A. Explain the following nodes used in image manipulation in Blender

    a. RGB Curves   b. Alpha Over

    c. Color Balance   d. Hue Saturation Value

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

    a. Boolean   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]