Reg. No.										

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

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

END SEMESTER EXAMINATIONS, MARCH 2021

SUBJECT: ANIMATION TECHNOLOGY [PMT 4103]

REVISED CREDIT SYSTEM
(19/03/2021)

Time: 3 Hours MAX. MARKS: 50

Instructions to Candidates:

- Answer **ALL** the questions.
- Missing data may be suitable assumed.

1A. Explain the following types of animation:

a. Claymation b. Cut-out animation c. Paint on glass animation d. Animatronics

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

a. Rip region b. Shear c. Inset faces b. Poly build

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

a. Scene layout b. Storyboard

[04 + 04 + 02]

2A. Explain the following brushes used in Sculpting:

a. Pose b. Nudge c. Snake hook d. Mask

2B. With respect to Camera in Blender, explain the following concepts:

a. Clip start & End b. Depth of field c. Lens

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

a. Layout b. Route sheet c. Research

[04 + 03 + 03]

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3A. Explain the following tools from Adobe Animate.

a. Motion tween b. Masking c. Shape hints d. Onion skinning

3B. Explain the following visual effects techniques:

a. Soft body simulation b. Smoke simulation

c. Rigid body simulation d. Particle simulation

3C. Write a short note on Curve Primitives used in Blender

[04 + 04 + 02]

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

a. Torus b. Cone c. Ico sphere d. Grid

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

a. Decay & fall off b. Position & Orientation c. Beam angle d. Shadows

4C. Write a short note on rigging in Blender

[04 + 04 + 02]

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. Array b. Build c. Remesh

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

a. Staging b. Slow in & Slow out c. Exaggeration

[04 + 03 + 03]