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

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

END SEMESTER EXAMINATIONS, JAN-FEB 2021

SUBJECT: ANIMATION TECHNOLOGY [PMT 4103]

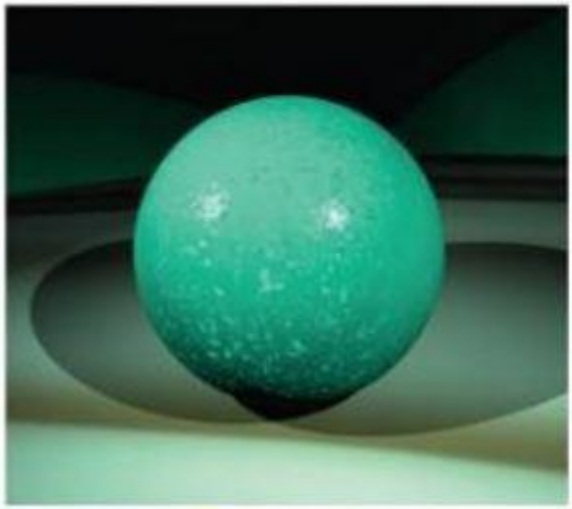
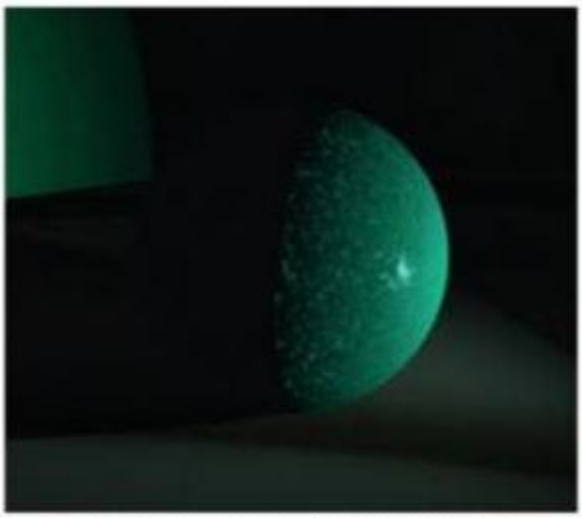
REVISED CREDIT SYSTEM
(27/01/2021)

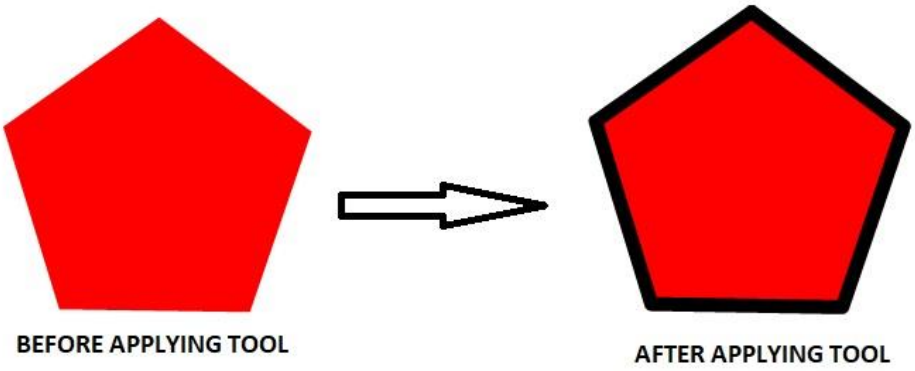
Time: 3 Hours MAX. MARKS: 50

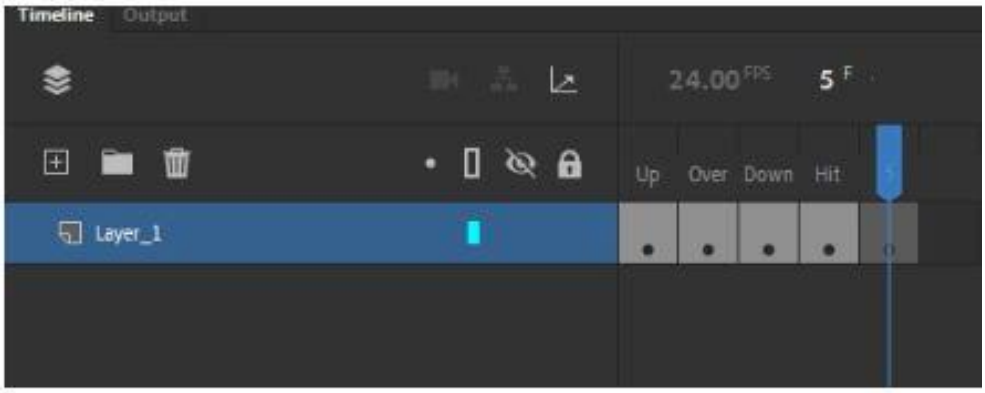
Instructions to Candidates:

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

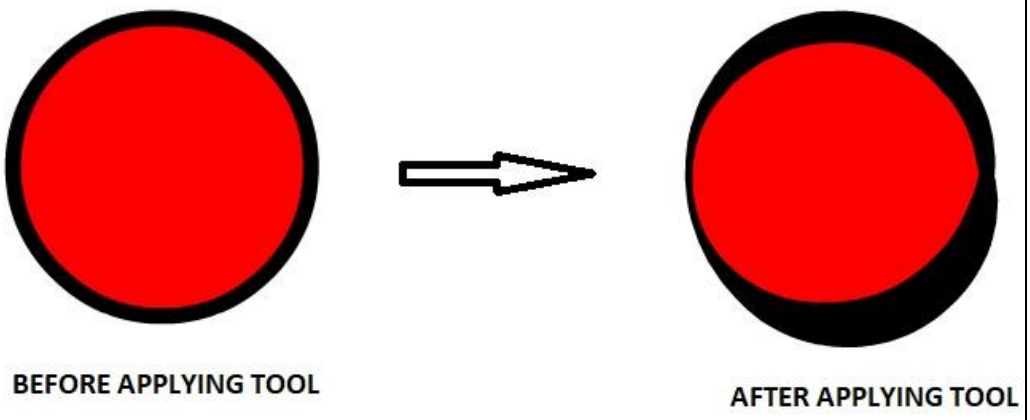
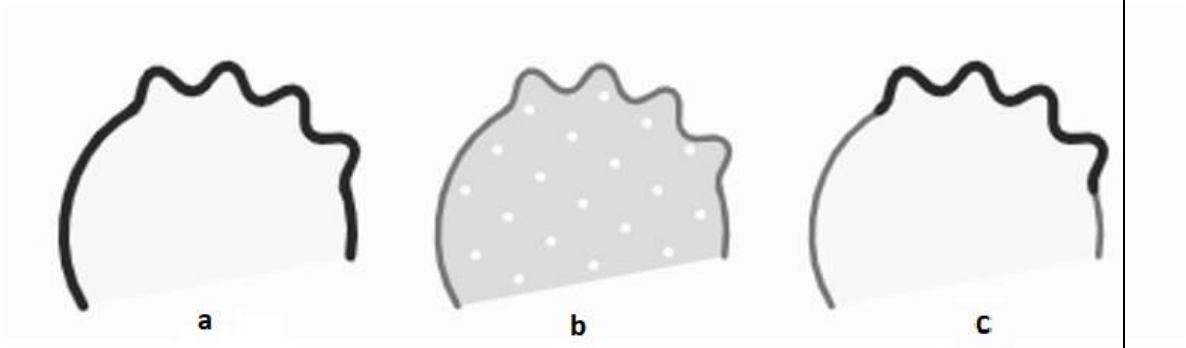
Q.1 A	Explain the following sculpting brushes used in Blender.				**4**
	a. Crease	b. Flatten	c. Multiplane scrape	d. Pinch	
	e. Elastic deform	f. Thumb	g. Slide relax	h. Simplify	
Q.1 B	Identify and explain the animation principle that is illustrated by each description provided below a. A girl's pony tail moves up and down as she jumps rope. b. Before a character throws a punch, he pulls his fist back. c. An animator decides to animate a water splash in a frame-by-frame manner.				**3**

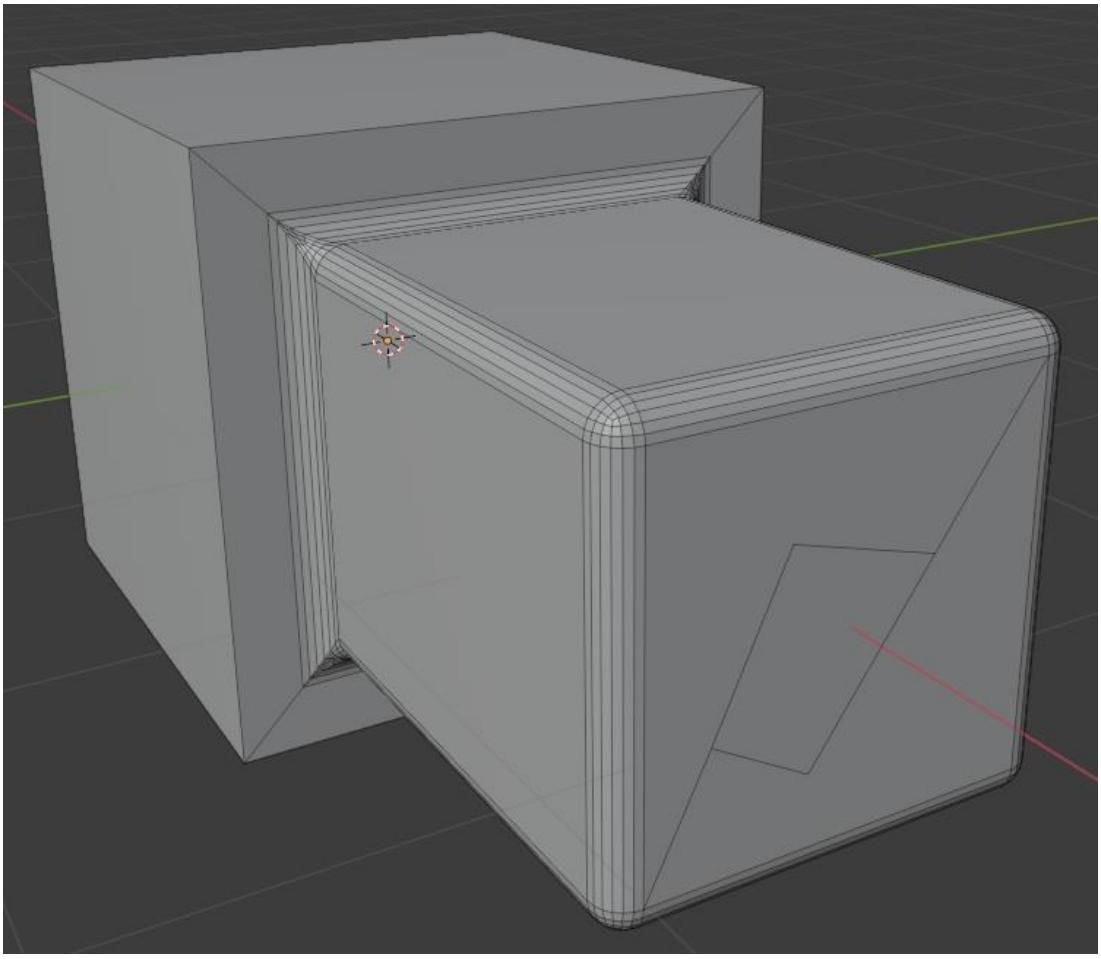
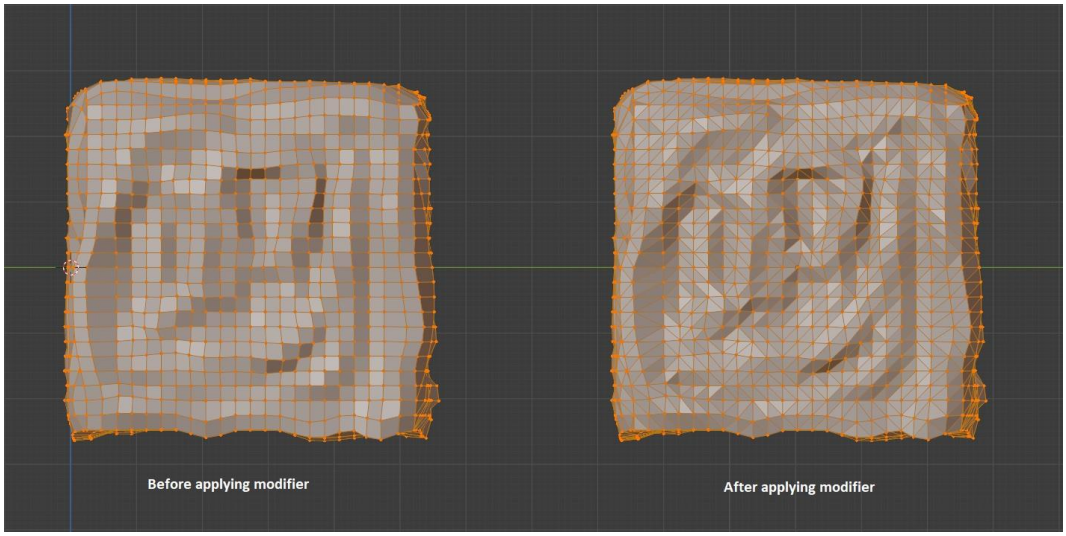
Q.1 C	Explain in detail the following lighting positions	3
	a.  b.  c. 	

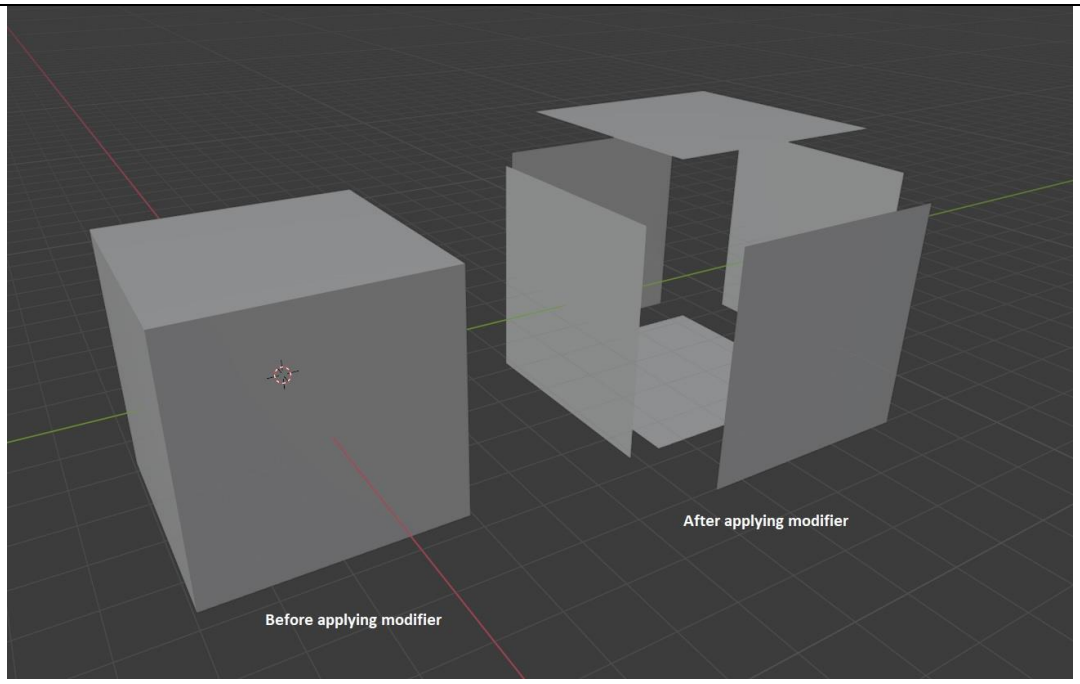
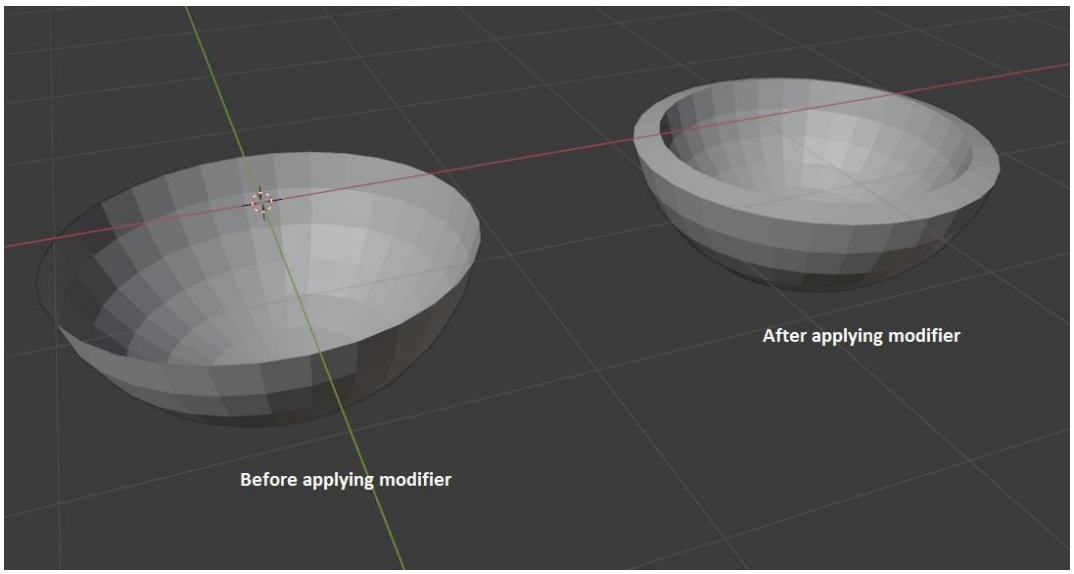
<table>
<tr><td>Q.2 A</td><td>Explain in detail the workflow for the following.
a. Text painting using dynamic paint simulation
b. Fluid simulation with inflow object and obstacle</td><td>4</td></tr>
<tr><td rowspan="2">Q.2 B</td><td colspan="3">With respect to 2-D animation production process, explain the following concepts.</td><td rowspan="2">3</td></tr>
<tr><td>a. Pose Test</td><td>b. Cleaning up</td><td>c. Field size</td></tr>
<tr><td>Q.2 C</td><td colspan="3">Identify and explain the tools from the Adobe Animate used in the following illustrations.
 

a.
 

b.</td><td>3</td></tr>
</table>

	 **c.**	
Q.3 A	Explain the 3D animation production process.	**4**
Q.3 B	Explain the procedure of camera rotation in Blender	**3**
Q.3 C	Explain in detail the procedure of converting cube into cylinder in blender using shape keys.	**3**
Q.4 A	Explain the following tools used in traditional animation.	**4**
	a. Lightbox / b. Peg holes & bars	
	c. Field size / d. Exposure sheet	
Q.4 B	Explain the shader types shown in the following illustration. 	**3**
Q.4 C	Explain the following tools from Adobe Animate	**3**
	a. Parenting / b. Asset warp / c. Bind tool	

Q.5 A	Identify and explain all the tools used in the following illustration. 	**4**
Q.5 B	Identify and explain the modifiers used in following illustrations. **a.**  	**3**

	b. 	
	c. 	
Q.5 C	Explain in detail the procedure of video editing in Video Sequencer in Blender	**3**