



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

**IV SEMESTER B.TECH. (MEDIA TECHNOLOGY)**

**END SEMESTER GRADE IMPROVEMENT/ MAKE-UP EXAMINATIONS, AUGUST  
2021**

**SUBJECT: ANIMATION TECHNOLOGY [MED 2251]  
REVISED CREDIT SYSTEM**

**06/08/ 2021**

Time: 2 Hours

MAX. MARKS: 40

**Instructions to Candidates:**

- ❖ Answer any **FOUR FULL** questions.
- ❖ Missing data may be suitably assumed.

Q.1.A	Explain the following devices used for animation a. Thaumatrope b. Phenakistoscope c. Flipbook d. Zoetrope e. Praxinoscope
Q.1.B	Explain the following concepts with respect to 2-D animation production process. a. Exposure sheet b. Multilayer layout
<b>[ 5 + 5 ]</b>	
Q.2.A	With the help of examples, explain the following principles of animation. a. Staging b. Squash and stretch
Q.2.B	Explain the following computer languages with respect to animation. a. Keyframe system b. Parameterized system
<b>[ 5 + 5 ]</b>	
Q.3.A	Explain the 3-D animation production process.
Q.3.B	Explain the European and Traditional methods of storytelling.
<b>[ 5 + 5 ]</b>	

Q.4.A	Explain in detailed the procedure of simulating kite flying and simulating pendulum in Adobe Animate.
Q.4.B	Explain the following tools from Adobe Animate. a. Buttons b. Bone tool c. Masking d. Camera e. Layer depth panel
<b>[ 5 + 5 ]</b>	
Q.5.A	Explain the following geometric primitives. a. Cone b. Plane c. Cylinder d. UV Sphere e. Circle
Q.5.B	Explain the following tools from Blender. a. Curves b. Meta shapes
<b>[ 5 + 5 ]</b>	
Q.6.A	With the help of diagram, explain the pyramid of vision. Also explain the camera types.
Q.6.B	Explain the following types of lights available in Blender. a. Spot light b. Area light
<b>[ 5 + 5 ]</b>	