

MANIPAL INSTITUTE OF TECHNOLOGY

(A constituent unit of MAHE, Manipal)

IV SEMESTER B.TECH. (MEDIA TECHNOLOGY) END SEMESTER EXAMINATIONS, JUNE 2022 SUBJECT: ANIMATION TECHNOLOGY [MED 2251]

REVISED CREDIT SYSTEM

Time: 3 Hours

MAX. MARKS: 50

Instructions to Candidates:

✤ Answer ALL the questions.

- **1A.** Differentiate between a) Squash and Stretch b) Anticipation c) Staging and d) Arcs principles utilized in Animation.
- **1B.** Explain any six "workspaces" and "Tabs" present in Blender.
- **1C.** Explain in detail the need of Storyboard utilized in Animation Industry.

[04+03+03]

- 2A. With examples, Explain in detail about the operations performed in a) Modelling b) Texturing c) Rigging and d) 3D Visual Effects.
- **2B.** Name and explain any six basic tools utilized in Adobe Animate.
- **2C.** Explain any six important key elements for creating an appealing character design.

[04+03+03]

- **3A.** Using eight boxes, draw a neat storyboard portraying the most important scenes / aspects of a story, Also Narrate the story briefly.
- **3B.** Explain in detail a) Secondary Action b) Exaggeration and c) Appeal techniques utilized to enhance the quality / aesthetics of an Animation.
- **3C.** Explain in detail the difference between an Animatics and Storyboard.

[04+03+03]

- **4A.** Name and explain the merits, demerits and features of any eight file formats utilized in Media industry.
- **4B.** Explain the difference between Motion, Classic and Shape Tween utilized in Animation.
- **4C.** Differentiate between a) Stop Motion Animation b) Claymation c) Mechanical Animations.

[04+03+03]

- **5A.** Explain in detail with examples about the operations performed in a) Compositing b) Color Correction c) Motion Graphics and d) Final Output
- **5B.** With an example explain how "Concept Art" plays a predominant role in the development stage of Animation.
- **5C.** Briefly explain about the a) Traditional Animation / 2D Animation b) 3D Animation c) Typography animations predominantly used in Entertainment Industry.

[04+03+03]

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CHAPTER	MARKS	QUESTION	COURSE	
		NUMBERS	OBJECTIVES	
Chapter 1	25	1A,1C,2A,2C,3B,4C.5B,5C	CO1	
Chapter 2	25	1B, 2B,3A,3C,4A,4B,5A,	CO2	