

Register Number:

Name of the Candidate:

B.Sc. DEGREE EXAMINATION December 2014

(MULTIMEDIA)

(THIRD YEAR)

(PART-III)

330: ADVANACED ANIMATION AND RIGGING

Time: Three hours

Maximum: 100 marks

SECTION-A

(8×5 = 40)

Answer any EIGHT questions

1. List out the basic principles of animation
2. Write short notes on anticipation.
3. Discuss about linear and non-linear animation.
4. Write short notes on animation snapshot.
5. How clusters are used? Explain.
6. Discus about robot rigging.
7. Discuss about frame.
8. Write short notes on character animation.
9. How will you create character set? Explain.
10. Write short notes on visor.

SECTION-B

(3× 20 = 60)

Answer any THREE questions

11. Define and explain the various types of ghosting. Give suitable examples.
 12. Explain in detail about deformations with suitable examples.
 13. How will you create joints? Explain about Mirror joint with examples.
 14. Explain about deer animation with suitable example.
 15. Discuss a) Create a jumping animation b) Tangents c) Range slider (10+5+5)
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