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Q. P. Code: D11AVF01/D11AGD01

(For candidates admitted from 2011 onwards)

B.Sc. Degree Examinations, December - 2013

Part : III Branch : Animation & VFX /
Animation Game Design & Development

First Year

ENGLISH IN ANIMATION

Time: 3 hours

Maximum :100 marks

Answer any FIVE questions (5 x 20= 100 marks)

1. Write a biography of Walt Disney in detail.
2. Describe Pixar story telling method in detail.
- 3 (a) What are the Skills needed for normal storytelling?. Describe.
(b) List the features of animation storytelling and explain it.
4. (a) Write the Difference between normal storytelling and animation storytelling
(b) Describe the importance of cinematic sequences, life experience and time space in storytelling.
5. (a) Explain about moment, framing, light and sound in detail.
(b) Describe about participation and interpretation in storytelling.
6. (a) Describe about storytelling and persuasions.
(b) Explain what are the methods used for effective storytelling?
7. (a) Write in detail, the role of verbal and non verbal communication
(b) Describe how to tell a story to an individual and crowd.
8. (a) Describe about traditional and classical storytelling methods.
(b) Explain about 3d animation and motion capture.



Q. P. Code: D11AVF06/D11AGD06

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B.Sc. Degree Examinations, December - 2013

Part : III Branch : Animation & VFX /
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Second Semester

MODELLING

Time: 3 hours

Maximum :100 marks

Answer any FIVE questions (5 x 20= 100 marks)



1. a) Explain in detail about application of 3D Maya interface.
b) Elucidate the axis indicator concept in detail.
2. a) Elucidate the introduction of curves and write the types of curves available in maya.
b) Explain about the Proficiency at drawing and editing curves.
3. a) Describe in detail about Nurbs Modelling.
b) Explain the concept of Edit Nurb Options.
4. a) What is Polygon Modelling-I Objects? Give a detailed description.
b) Describe in detail about the different objects created using polygon tools, tips and tricks.
5. a) Write in detail about Polygon modelling-II and brief the usage of Polygon tools and tips and tricks.
b) Explain Guitar Model, Interior of Polygon Modelling-II.
6. a) Explain in detail about Maya workspace.
b) Illuminate the Maya Scene View.
7. a) Describe in detail about the concept of foundation of nurbs and editing its positions.
b) Illustrate the concept of different objects created using curve.
8. a) Elucidate the space ship, tap and sword concepts of Polygon Modelling-I
b) Explain in detail about the car and cartoon character in Polygon Modelling-II.



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Second Semester

TEXTURING

Maximum :100 marks

Time: 3 hours

Answer any FIVE questions (5 x 20= 100 marks)

1. a) Explain concept and purpose of unwrapping
b) Describe about the maps available in maya and explain its applications
2. a) How to create and layout UVs for objects using different projection methods?
Explain its attributes.
b) How to generate UV map in UV texturing? Explain.
3. a) Explain the process of maya 2D texture and its categories.
b) Write the application and difference between 2D and 3D textures.
4. a) Depict the basic utilities and general utilities.
b) Explain in detail about switch utilities and tweaking output
5. a) Describe the concept of generating texture without editing attributes.
b) Illuminate the process of mixing three or more colors and taking output
6. a) Explain in detail about UV texture editor and interactive editing in view port.
b) Explain the UV utilization's main attributes and control mapping areas over objects.
7. a) Illustrate the tools available in UV editor like sew and describe the maintenance of uniformity.
b) Explain the process of cut for detaching uv map ,stretching UVs to fit and aligning uv.
8. a) Explain in detail about Maya 3D textures with its procedure, resolution and algorithm
b) Explain in detail about color and render node utilities.

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Q. P. Code: D11AVF08/D11AGD08

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Second Semester

LIGHTING

Time: 3 hours

Maximum :100 marks

Answer any FIVE questions (5 x 20= 100 marks)

1. a) Depict the concept of Light and its theory and also write about attributes and shadows.
b) Illuminate the outset of area lights-applications and characteristics.
2. a) Explain the conception of 3-Point lighting concepts.
b) Give details about the effective use of key light, fill light and back light.
3. a) Describe the process of working with global illumination.
b) Explain about the caustics phenomena reflection and refraction through transparent surfaces.
4. a) Explain the advanced techniques of Physical sun and sky, HDRI
b) Brief the concept of generating various passes and explain the applications of HDRI.
5. a) What are cameras? How to use different types of cameras available in maya?
b) Depict the process of maintaining shot continuity
6. a) Describe on maya lights, maya spot lights in detail.
b) Describe the properties and palettes for the following:
 - i. On stage ,
 - ii. In motion pictures,
 - iii. Directional Lights,
 - iv. Ambient Lights
 - v. Point Lights.
7. a) Explain the concept of Final Gather and its process.
b) What is mental ray simulation? And brief about photons and their applications.
8. a) Illustrate the concepts of camera & aim zoom, focus.
b) Explain in brief about Filters and depict the effective blocking techniques.





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Part : III Branch : Animation & VFX /
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Second Semester

RIGGING

Time: 3 hours

Maximum : 100 marks

Answer any FIVE questions (5 x 20= 100 marks)

1. (a) Describe the rigging for animating a mechanical character.
(b) What is Rigging? Explain about constraints of rigging.
2. (a) What is Robot Rigging? How to create a joints and attributes in robot rigging.
(b) Explain in detail about body and master control in robot rigging.
3. (a) Describe about creating controls and rigid binding in vehicle rigging.
(b) What is vehicle rigging? Explain the door and wheel controls in vehicle rigging.
4. (a) What is cartoon character rigging? How to create a attributes for legs and fingers in Biped rigging.
(b) Explain FKIK switching and skinning in Biped Rigging.
5. (a) What is quadruped skinning? Explain about fine tuning influences.
(b) Describe Ik spline handles for spine joints.
6. (a) Brief description about importance of rigging a character.
(b) Explain in detail about Mesh flow in robot rigging.
7. (a) Describe the concept of set driven controls for legs and fingers in robot rigging.
(b) Explain the grouping for legs in robot rigging.
8. (a) What is master control? Explain about FK controls in Biped rigging.
(b) Describe the skinning tools and techniques in quadruped rigging.

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Q. P. Code: D11AVF10/D11AGD10

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Second Semester

ANIMATION

Time: 3 hours

Maximum : 100 marks

Answer any FIVE questions (5 x 20= 100 marks)



1. (a) Explain about Animation tools and types.
(b) Describe the principles of Animation.
2. (a) Explain in detail about stretch and squash animation in Ball bounce animation.
(b) Describe the concept of Graph Editor in Ball bounce animation.
3. (a) What is Cartoon character animation? Describe the Blocking in walk cycle and progression walk animation.
(b) Explain in detail about the Cartoonic walk styles.
4. (a) Describe the Run Style animation and Progressive run animation
(b) Explain the concept of Cartoonic run styles.
5. (a) What is Keying? Describe Facial animation.
(b) Explain in detail about Inorganic animation.
6. (a) Describe Obstacle ball bounce animation.
(b) How to set the key in ball bounce animation.
7. (a) Explain walk cycle and progressive run animation.
(b) Describe primary and secondary animation in run cycle animation and Progressive run animation.
8. (a) Explain the concept of Facial Expressions.
(b) Describe the car animation in jump and dive animation.

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