

Total No. of printed pages = 4

BMD 171603

Roll No. of candidate

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2019

B.Des.(MCD) 6th Semester End-Term Examination

3D ANIMATION TECHNIQUES

(Old Regulations)

Full Marks – 100

Time – Three hours

The figures in the margin indicate full marks
for the questions.

Answer Question No. 1 and any Six From the rest

1. Choose the correct answers for the following
questions: (1 × 10 = 10)

- (i) What is Zoetrope?
- (a) A mechanical spinning device that gives an illusion of movement
 - (b) A very old camera for filming animation
 - (c) A technique of tracing over a film sequence
 - (d) All of the above
- (ii) In traditional animation what does the in-between artist do?
- (a) Draws or paints the background
 - (b) Decides the timing of the animation
 - (c) Draws all the intermediate frames between key frames
 - (d) All of the above

[Turn over

- (iii) The Oscar nominated animated movie "Avatar" used the animation technique _____
- (a) Stop motion
 - (b) Roto scoping
 - (c) Cel animation
 - (d) None of the above
- (iv) What was the title of the first full length animated feature film by Walt Disney?
- (a) Bambi
 - (b) Snow white & the Seven Dwarfs
 - (c) Pinocchio
 - (d) None of the above
- (v) A simple form of stop motion animation using a pliable material to create movement is called _____
- (a) Clay scoping
 - (b) Morphing
 - (c) Claymation
 - (d) None of the above
- (vi) The production company of the movie "Kung-Fu panda" is _____
- (a) Ocher studio
 - (b) DreamWorks studios
 - (c) Pixar studies
 - (d) Blur studio.
- (vii) The pictorial explanation of the script is known as _____
- (a) White board
 - (b) Story board
 - (c) Story line
 - (d) None of these

(viii) In terms of animation rendering means _____

- (a) Getting the output
- (b) Sending the input
- (c) Modeling a character
- (d) Setting a light

(ix) The new technology in animation for capturing real time action is _____

- (a) Tracker
- (b) Motion capture
- (c) Action capture
- (d) Real capture

(x) CGI involves the use of _____

- (a) Computer generated 3D files
- (b) Actual models to be animated
- (c) Puppeteers moving the models
- (d) None of the above

2. (a) Give a brief account of the evolution in the field of animation from cave paintings to the current industry. (10)

(b) What is the basic procedure of eel animation?(5)

3. (a) Explain the principle of follow through and overlapping action with an example. (7)

(b) Explain slow-in and slow out. Illustrate the movement of a pendulum with the help of this principle. (2 + 6)

4. (a) Explain with an appropriate example the importance of timing in animation. (7)
- (b) What is staging? Explain the different types of camera shots used in animation. (2 + 6)
5. (a) What do you mean by the term kinematics? Explain about inverse and forward kinematics? (2 + 5)
- (b) Explain any four non-linear deformers with appropriate example. (8)
6. (a) Draw and explain the basic mouth shapes and phoneme required for lip sync animation. (8)
- (b) Explain the use of blend shape deformer in facial rigging with appropriate example. (7)
7. (a) Explain the Laban Movement theory and its eight basic efforts. (7)
- (b) What is kinesphere? Write a brief note on Theatrical and Method acting. (2 + 6)
8. (a) Explain with proper diagram the four basic positions of a walk cycle. (7)
- (b) Explain about the four basic body postures with appropriate diagram. (8)
9. Write short notes on the following: (5 × 3 = 15)
 - (a) Facial Expression
 - (b) Line of action and Path of action
 - (c) Mime
 - (d) Body Language
 - (e) Silhouette