ESE/RE-TEST EXAMINATION, 2020

(New Syllabus)

Semester: 5th

Subject code: AMT-501

Subject: Digital Animation and Rigging

Full Marks: 25+45 (part A+ Part B)

Duration: 3 hours

Questions on Part A are compulsory

Part A

Q1. Fill up the blank with suitable answers: .   1x5=5

i) Secondary action refers to creating actions that _____ the main action.

ii) In animation fps stands for_____

iii) The drawings that come between key drawings are called _____

iv) With ease in and ease out action become_____

v) CGI stands for _____.

Q2. Answer the following questions in one sentence: 10x1=10

i)   Define 3d Animation.

ii)   What is key frame animation?

iii)   What is framerate?

iv)   What is blocking?

v)   What does 24 fps stand for?

vi)   Define timeline.

vii)   What is constraint?

viii) What do you mean by pose?

ix)   What is flipbook?

x)   What are nonlinear deformers?

Q3. State *true or false* for the following statements: 10x1=10

i) The drawings that come between key drawings are called extremes.

ii) Timing can completely change the meaning of an action

iii) Fewer drawings make the action slower and more drawings make the action faster.

iv) Anticipation is an action that emphasizes the main point, but is secondary to it

v) Timing defines the weight of an object.

vi) An action breaks down into: Anticipation, Action, and Reaction.

vii) Everything in real-life typically moves in some type of arcing motion.

viii) Straight ahead: proceed from frame to frame without planning.

ix) If the spacing is further apart the object moves slower.

x) Secondary action means the character must interest the viewer.

Part B

Answer any five questions from the following:

Q4. Discuss the following principles of animation.   3+3+3
- Exaggeration
- Anticipation
- Secondary action

Q5. a) Differentiate between grouping and parenting.   4
  b) Discuss importance of rigging in 3D animation   5

Q6. a) Explain about graph editor.   5
  b) Write about any four tangents of graph editor.   4

Q7. a) Explain about deformers and its various types.   4
  b) Explain its usage in modelling and animation.   5

Q8. a) What are the primary functions of a pose?   4
  b) Explain about silhouette.   5

Q9. Explain about the following:
  a) Indirect skinning method   5
  b) Direct skinning method   4

Q10. What are the animation principles you need to apply while animating a rubber ball bouncing on a hard surface? Explain with appropriate diagram.   5+4

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