

Total No. of printed pages = 5

END SEMESTER EXAMINATION – 2021

Semester : 5th (New)

Subject Code : AMT-501

DIGITAL ANIMATION AND RIGGING

Full Marks : 70

Time – Three hours

The figure in the margin indicate full marks
for the questions

Instructions :

1. *All* questions on PART – A are compulsory.
2. Answer *any five* questions from PART – B.

PART – A

Marks – 25

1. Fill in the blanks with suitable answers :

1×5=5

- (i) _____ refers to simulated motion pictures showing movement of drawn objects.

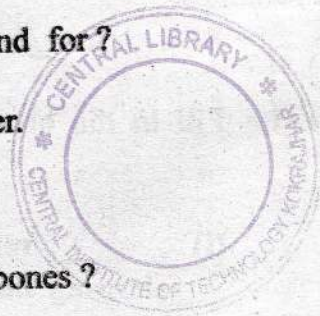
[Turn over

- (ii) _____ is the father of animation.
- (iii) _____ is a device that produces an illusion of movement from a rapid succession of static pictures.
- (iv) The first animated film was made in the year 1906 by _____.
- (v) Kinematics is the study of _____.

2. Answer the following questions in *one* sentence each : 1×10=10

- (i) Define Cel Animation.
- (ii) What is frame rate in animation ?
- (iii) What is persistence of vision ?
- (iv) What is blocking and refining in animation ?
- (v) What does 24 fps stand for ?
- (vi) Define the range slider.
- (vii) What is root joint ?
- (viii) What are joints and bones ?

6/AMT-501/DA&R(N) (2)



(ix) What is claymation ?

(x) What is silhouette ?

3. State true or false for the following statements :

(i) The drawings that come between key drawings are called in-between.

(ii) CGI stands for Computer Graphic Integration.

(iii) A joint chain can have only one root joint.

(iv) Bone do not have their own attribute.

(v) With ease in and ease out action becomes .

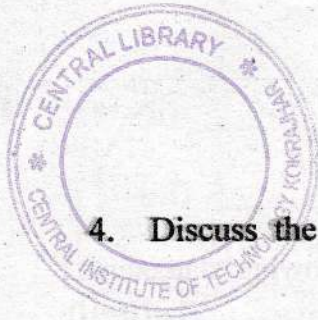
(vi) An action breaks down into: Anticipation, Action, and Termination.

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

(viii) Pose to pose proceed from key pose to key pose with proper planning.

(ix) Fps stands for frame per second.

(x) Primary action means the main action for the viewer.



PART - B

Marks - 45

4. Discuss the following principles of animation.
3+3+3=9

- (a) Overlapping and follow through action
 - (b) Exaggeration
 - (c) Timing
5. (a) Differentiate between grouping and parenting. **4**
- (b) Discuss the role of a rigging artist in 3D animation. **5**
6. (a) Explain about dope sheet. **5**
- (b) Explain about the set driven key. **4**
7. (a) Explain about non-linear deformers and its various types. **4**
- (b) Explain its usage in modelling and animation. **5**
8. (a) What are posture and gesture? **4**
- (b) Importance of body language in animation. **5**

9. Explain about the following :

(a) Direct skinning. 5

(b) Indirect skinning. 4

10. Draw and explain the key poses of a walk cycle animation with appropriate illustrations. 5+4=9

