Total No. of printed pages = 2

DIGITAL ANIMATION AND RIGGING

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Answer the following questions :

1. What are the animation principles we need to apply while animating a rubber ball bouncing on a hard surface ? Explain each with diagram. 10

2. What is anticipation ? Describe its artistic and technical aspects. 5+5=10

Or

What is overlapping and follow through action ? Explain with proper example and diagram. 10

3. What is "Pose" ? State its primary functions. What are line of action and flow lines ?

5+5=10

[Turn over

Or

What is the importance of a good silhouette ?
Explain with proper diagram. 10

4. Define the term "Rigging". What is the important
   goal of a rigging artist ? 4+6=10

5. What is blendshape ? Draw and explain the
   blendshape of mouth. 4+6=10

Or

Differentiate between IK and FK. What is the
advantage of IK-FK switch ? 6+4=10

6. What do you mean by skinning ? Explain about
   the direct and indirect skinning method. 2+8=10

Or

What is the function of connection editor, layer
editor, component editor and script editor ?

3+2+3+2=10

7. Define the following : 5×2=10

   (a) Hypergraph (b) Set driven key

   (c) Animation snapshot (d) Attribute and Node

   (e) Animatic.