

Total No. of printed pages = 4

AMT-501/3DA/5th Sem/2017/N

**3D ANIMATION**

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

**PART – A**

1. Multiple choice questions :  $1 \times 5 = 5$

(a) What is the phenomenon that allows the eye to retain an image of a seen image for a fraction of a second even after the image has changed ?

- (i) Vision memory
- (ii) Persistence of vision
- (iii) After imaging
- (iv) None of the above

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- (b) What does CGI stand for ?
- (i) Computer Generated Image
  - (ii) Computer General Interface
  - (iii) Computer Generated Interface
  - (iv) Computer Generated Imagery
- (c) What was the name of the Thomas Edison animation viewing machine called ?
- (i) Kenetoscope
  - (ii) Kinetoscope
  - (iii) Kalaedricope
  - (iv) Zoetrope
- (d) Live action can be combined with stop-motion animation using a technique called \_\_\_\_\_ ?
- (i) Mixing
  - (ii) Blending
  - (iii) Compositing
  - (iv) Double exposure

- (e) A simple, everyday object such as a kitchen knife could be used as the subject in which type of animation ?
- (i) Puppet animation
  - (ii) Object animation
  - (iii) Cut-out animation
  - (iv) Claymation.

2. Answer the following questions : 10×2=20

- (a) What is Animation ?
- (b) What is frame rate ?
- (c) What are thumb nails ?
- (d) Define body language.
- (e) Define the term breakdown and in-between.
- (f) What is secondary action in animation ?
- (g) What is the purpose of dope sheet ?
- (h) What do you mean by the term posture ?
- (i) What is line of action ?
- (j) What is anticipation ?

## PART – B

3. Answer any *three* of the following questions :

- (a) Explain in brief about the computer generated animation. Write a note on any two softwares used in 3D animation.  $6+4=10$
- (b) Explain about follow through and overlapping action with proper example and diagram. 10
- (c) What is anticipation ? Explain its importance in animation.  $5+5=10$
- (d) Explain about the tangents of graph editor and their functions in 3D animation. 10
- (e) What is Silhouette ? What are the characteristics of a good silhouette ? Explain with diagram.  $6+4=10$

4. Answer any *one* of the following questions :

- (a) Draw the appropriate poses with proper line of action for the following :  $3 \times 5 = 15$ 
  - (i) Excitement
  - (ii) Devastated
  - (iii) Concern
- (b) Draw and explain the key poses of a Jump cycle.  $10+5=15$