Total No. of printed pages = 3

BMD 171303

Roll No. of candidate

2019

B.Des. 3rd Semester End-Term Examination

FUNDAMENTALS OF ANIMATION DESIGN

Full Marks – 70   Time – Three hours

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

Answer question No. 1 and any *four* from the rest.

1. Fill in the blanks :   (10 × 1 = 10)

    (i)   The first stage of the animation pipeline is called —————.

    (ii) Storyboard is a process of producing sketches of shots of the —————.

    (iii) Animated characters can be brought to life with a great ————— performance.

    (iv) Camera angles and camera paths are determined during the ————— process.

    (v)   The first process in a 3D production stage is —————.

[Turn over

(vi) Pixologic Sculptris is a ——— tool.

(vii) ——— makes posing of a character possible.

(viii) The render engine found in Autodesk Maya is ———.

(ix) The camera movement where the camera moves to the left or right is called ———.

(x) Oblique/Slanted camera angle is also know as ———.

2. (a) Describe 2D and 3D animation with examples. (6)

(b) Briefly describe the first principle of animation with a diagram. (5)

(c) Mention the various processes involved in the pre-production stage. (4)

3. (a) Create a short story. (2)

(b) Create the script of your story. (5)

(c) Draw the storyboard from the script. (8)

4. (a) Why is recording hard effects challenging? (5)

(b) Write short notes on the following : (2 × 5 = 10)

(i) Model Sheets

(ii) Voice-over

5. Why are camera movements used? Describe the different types of camera movements. (1 + 14 = 15)

6. (a) Describe the process of Digital Sculpting. (5)

(b) How are the processes of Rigging and Animation inter-related? (5)

(c) How can the process of Digital Lighting set the mood of a 3D scene? (5)

7. (a) What is chroma keying? Why is it used in the film industry? (4 + 5 = 9)

(b) Describe the different types of rendering techniques. (6)

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