

Total number of printed pages: 02

Programme (DIP/4th/DAMT401)

2025

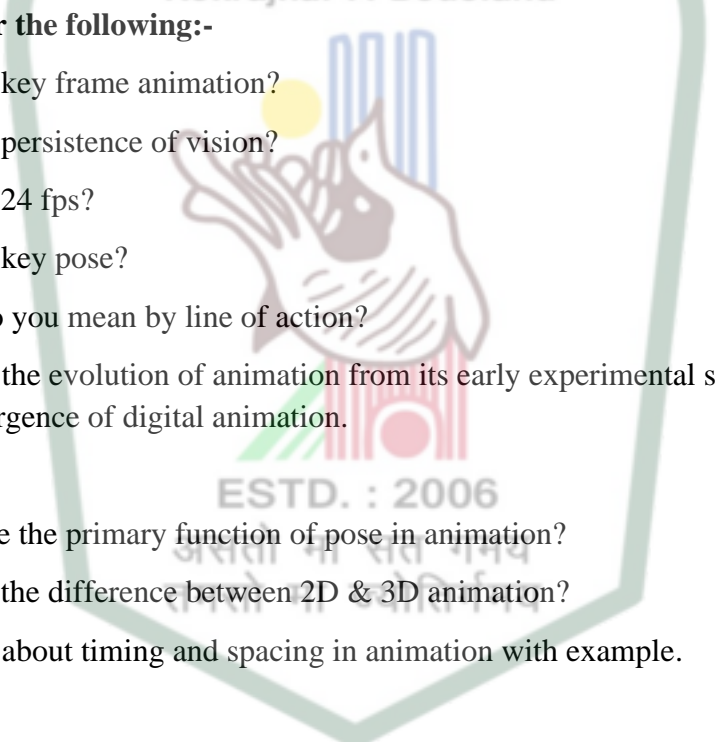
3D Animation

Full Marks: 100

Time: Three hours

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

Answer any five questions.

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Kokrajhar :: Bodoland
ESTD. : 2006
1. a) **Answer the following:-** 5 x 2=10
i) What is key frame animation?
ii) What is persistence of vision?
iii) What is 24 fps?
iv) What is key pose?
v) What do you mean by line of action?
b) Discuss the evolution of animation from its early experimental stages to the emergence of digital animation. 10
2. a) What are the primary function of pose in animation? 5
b) What is the difference between 2D & 3D animation? 5
c) Explain about timing and spacing in animation with example. 5+5
3. a) Define blocking in 3D animation and explain how does it help in planning animation? 10
b) Explain about extreme, breakdown, and in-between with an example. 10
4. a) Write a note on the use of graph editor in refining animation curves. 10
b) Describe the principle of follow through and overlapping action with examples. 10

5. You are animating a scene where a character is trying to lift a big heavy stone. The character is determined but physically struggling with the effort. 6+8+6

Draw three key poses that communicate the character's action and effort in this scenario:

- i) *Pose 1*: The character bends down, getting ready to lift the stone.
- ii) *Pose 2*: The character is midway through lifting, showing effort and tension.
- iii) *Pose 3*: The character holds the stone just off the ground, still struggling to lift it fully.

6. Explain and illustrate the key poses of a walk cycle with appropriate description. 10+10

