

Total number of printed pages: 2

Programme UG/5th/UMCD501

2022

3D ANIMATION TECHNIQUE

Full Marks: 100

Time: Three hours

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

Answer any five questions.

1. a) Answer the following questions- 5 x 2
- i. What do CGI stand for?
 - ii. What is layout?
 - iii. What is staging?
 - iv. What is lip sync animation?
 - iv. What is kinesphere?
- b) Explain the following principle of animation with example: 5+5
- i. Timing and spacing
 - ii. Exaggeration
2. Explain the following basic terms used in animation - 5x2
- i. COG
 - ii. Silhouette
 - iii. Offset
 - iv. Hook up or Continuity
 - v. Moving hold
- b. What is cel animation? Write a brief history of animation from hand drawn to current industry. 2+8
3. Explain the following motion - 5X4
- i) Stagger
 - ii) Dynamic simulation

- iii) Rhythm
 - iv) Body mechanics
 - v) Animatic
4.
 - a) “The primary function of pose is appeal and emotion”. Justify the statement with example. 6
 - b) “An action occurs in three parts: the preparation for the action, the action itself, and the termination of the action”. Explain with example. 6
 - c) Discuss the process of 3D character animation in details with appropriate example and illustrations. 8

 5.
 - a) Differentiate between the following- 2x6
 - i) Posture and gesture with example.
 - ii) Straight ahead and pose to pose technique of animation with example.
 - b) What are phonemes? Draw the Preston Blair phonemes chart for lip sync animation. 2+6

 6. Write short notes on the following: 4x5
 - a) Strides and crossover position in walk animation
 - b) Laban movement theory
 - c) Stepped tangent and flat tangent with example
 - d) Basic emotions that facial expressions portray

 7.
 - a) Explain about the importance of words, voice and body language in character animation with an example. 2+4+4
 - b) What are the key principles of motion to consider while animating a human walk animation? Elaborate with proper illustrations. 6+4