

2023

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) The 12 principles of animation was outlined by Ollie Johnson and Frank Thomas in 1930. Write a brief history about it. 8
b) Explain in brief about the CGI animation. Write a note on any two softwares used in 3d animation. 6+6
2. a) Explain about the following principles of animation with an example and suitable diagram. 3x5
 - i. Squash & stretch
 - ii. Staging
 - iii. Arc
- b) Explain about the function of flat tangent and linear in graph editor. 5
3. a) Explain about extreme, breakdown and in-between with an example. 10
b) Explain about the importance of words, voice and body language in character animation with an example. 10
4. a) What is lip sync animation? Explain the principles of lip sync animation. 4+6
b) What are phonemes? Explain about it with illustrations. 4+6
5. Explain with appropriate example and illustrations - 4x5=20
 - i) Stride and crossover position of walk
 - ii) Basic body postures
 - iii) Line of action & Path of action
 - iv) Basic facial expressions demonstrating emotions.
6. Write a brief note on the following : 4x5=20
 - a) Pose, timing and spacing in animation
 - b) Action, anticipation, termination
 - c) Speed up, slow down, constant
 - d) Theatrical and method acting