Total number of printed pages: **Programme(UG)/SemVII/UMCD 701**

2024

ANIMATION PRODUCTION DESIGN

Full Marks: 100

Time: Three hours

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

*Answer **any four** questions.*

1.	a)	Compare and contrast 2D and 3D animation in terms of production pipeline and final output.	15
	b)	What are the essential tools and equipment required to create a layout? Describe properly.	10
2.	a)	Describe the process of 3D modeling in animation production.	10
	b)	What are the different techniques used during the 3D Model, and how do they impact the final output?	15
3.	a)	Describe the importance of lighting and texturing in enhancing the realism of a 3D animation.	15
	b)	Discuss the importance of proper UV mapping in the 3D animation pipeline and its impact on texturing.	10
4.	a)	Describe the role of a "skeleton" or "rig" in 3D character animation.	10
	b)	Explain the difference between " forward kinetics" (FK) and "Inverse Kinematics" in character rigging.	15
5.	a)	Explain the importance of character design in 2D animation.	10
	b)	Explain the process of creating a 3D character from concept art to the final render in an animation production pipeline.	15
6.	a)	Describe the concept of " green screen" or " Chroma key" in VfX, and how is it used in animation production?	15
	b)	What is the purpose of " masks" in compositing, and how do they work?	10
7.		Imagine you are tasked with creating a 30-second character animation. Outline the step-by-step process you would follow, starting from concept development to the final rendered animation. Include details about character design, rigging, animation techniques, and any challenges you might anticipate.	25

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