B.Sc. DEGREE EXAMINATION – DECEMBER 2019.

Third Year

Multimedia

CHARACTER ANIMATION

Time : 3 hours   Maximum marks : 75

PART A — (3 × 5 = 15 marks)

Answer any THREE questions.

Write short notes on the following :

1. Polygon basics.

2. Symmetrical models.

3. Overlapping action.

4. Texture.

5. Tangents.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

6. Explain the NURBS primitive components in detail.

7. What is keyframe animation? Explain the steps involved in creating keyframe animations with an example.

8. Sketch the poses for Run Cycle and explain each of them.

9. List the types of 2D textures and 3D textures with a brief explanation.

10. Discuss the functions of animation control menus with an example.

11. Explain the steps involved in creating simple models from primitives.

12. Discuss the basics of animation using ball bouncing sketch.

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