

T97/BMG301/EE/20151125

Time : 3 Hours

Max. Marks : 80

Instructions for the students:

1. All Questions are Compulsory.
 2. Draw suitable diagrams and sketches wherever necessary.
 3. Assume suitable data if necessary
 4. Figures to the right indicate full marks.
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1. Answer any eight of the following questions in about 25 to 30 words each. 16
 - a) Define a CG.
 - b) Define a storyboard.
 - c) How is light important to animation.
 - d) What is pixel depth?
 - e) What is track reading?
 - f) What is moving hold?
 - g) State any two audio formats and Explain each format in short.
 - h) What is the use of a video tape recoder?
 - i) Write the various positions in a major studio.
 - j) Define staging.
 - k) State the responsibilities of an art director.
 - l) What is moving hold?

2. Answer any four of the following questions in about 40 to 45 words each. 12
 - a) Explain the long shot.
 - b) Draw the symbol used in a flow chart.
 - c) Explain the live looping.
 - d) Write a short note on exaggeration?

- e) Explain layers in brief.
 - f) State the eight animation workflow steps.
3. Answer any four of the following questions in about 40 to 45 words each. 12
- a) Explain MEL in brief.
 - b) What is the use of the refresh wireframe display option in a render menu?
 - c) Explain the milestone?
 - d) Write the typical animation workflow in maya.
 - e) Write the short note on keyframes in detail.
 - f) What is the data analysis approach in a storyboard procedure.
4. Answer any two of the following questions in about 80 to 90 words each. 12
- a) Write a note on Dope sheet.
 - b) Explain the OCG file format.
 - c) Explain the options present in the render menu.
5. Answer any two of the following questions in about 80 to 90 words each. 12
- a) Write are benefits of a storyboard?
 - b) Describe how object creation and object editing is done in maya?
 - c) Explain the designing an interior hall in detail.
6. Answer any two of the following questions in about 100 to 120 words each. 16
- a) Explain the ADR software in detail.
 - b) Describe the principles of animation stated by the famous animator John lasseter.
 - c) Describe the exterior scene in detail.

