T97/BMG303/EE/20151127

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.

1.   Answer any eight of the following questions in about 25 to 30 words each.   16

    a)   What is display layer editor.

    b)   What is full form of FK?

    c)   How can you create normal constraints?

    d)   When will you use Aim constraints?

    e)   What is the benefit of footstep generators?

    f)   What is tangent constraints?

    g)   What is skinning?

    h)   How to move one joint only?

    i)   When you use ball joint?

    j)   What is use of snap?

    k)   What are tangents?

    l)   What is key frame?

2.   Answer any four of the following questions in about 40 to 45words each.   12

    a)   What is bind pose?

    b)   What are control objects?

    c)   What is rigid skinning?

    d)   What is non linear animation?

e)   Define proxy tags?

f)   What are play back looping?

3.   Answer any four of the following questions in about 40 to 45 words each.   12

a)   What is HAS NO Effect?

b)   What do you mean by rendering animation?

c)   What are the important of animating the scenes?

d)   What is the basic concept of animation?

e)   What is squash and stretch?

f)   What is rigidity?

4.   Answer any two of the following questions in about 80 to 90 words each.   12

a)   Explain about playblast.

b)   Explain the basic animation principles.

c)   How can you set In-between? Elaborate.

5.   Answer any two of the following questions in about 80 to 90 words each.   12

a)   Explain walk animation.

b)   Discuss animation retargeting.

c)   How is smooth skinning of a character done?

6.   Answer any two of the following questions in about 100 to 120 words each.   16

a)   The capability to lock your character's feet to the ground is significant, but not essential. Explain.

b)   Explain retargeting workflow.

c)   Discuss the different types of expressions. What is workflow summary?

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