



Date: 05-04-2019
Time: 09:00-12:00

Dept. No.

Max. : 100 Marks

SECTION-A

ANSWER ALL THE QUESTIONS:

(10 x 2 =20 Marks)

1. Define Animation.
2. Write the uses of animation.
3. What are the two parts to drawing basic shapes in the Flash?
4. What are the types of 3D animation?
5. List the properties of Frames.
6. What is ActionScript?
7. Define motion capturing.
8. What are two categories of all 3D models?
9. What is temporal masking?
10. What is color model?

SECTION-B

ANSWER ALL QUESTIONS:

(5 x 8 =40 Marks)

11. a) Explain the techniques of animation.
(Or)
- b) Explain traditional animations in detail.
12. a) Explain timeline and frame based with example.
(Or)
- b) What is layers? Explain with example.
13. a) Explain 3D camera tracking.
(Or)
- b) Explain the Skeleton and Kinetic 3D animation.
14. a) Explain the usage of motion capture in detail.
(Or)
- b) Explain the different Motion Caption Formats in detail.
15. a) Write short notes on Conceptualizing the animation.
(Or)
- b) Explain Gamma and Gamma correction.

SECTION-C

ANSWER ANY TWO QUESTIONS:

(2 x 20 = 40 Marks)

16. a) Explain the principles of Animation with examples.

b) Briefly explain working with Time line and Tween based Animation.

17. a) Explain the Applications and Software of 3D animation.

b) Explain the different languages of script animation.

18. a) Explain 3D Animated Movies in detail.

b) Explain lossless audio compression techniques.

