Bachelor of Science (Information Technology) (I.T.) Semester–VI Examination
ANIMATION TECHNIQUES
Paper–5

Time : Three Hours]   [Maximum Marks : 50

Note :— (1)   All questions are compulsory and carry equal marks.

        (2)   Draw neat and labelled diagram wherever necessary.

EITHER

1. (A) What are the principles of animation ?   5

    (B) Discuss the applications of animation.   5

OR

    (C) What are the techniques of 3D animation ? Explain.   5

    (D) What are the types of animation ? Explain   5

EITHER

2. (A) Write a short note on 'Tween-based' animation.   5

    (B) How timeline is used in animation ? Explain.   5

OR

    (C) Explain different layers in Flash used for animation.   5

    (D) Write down the steps to draw square and rectangle in Flash.   5

EITHER

3. (A) Explain any two tools for 3D animation.   5

    (B) How to add texture into image for animation ? Explain.   5

OR

    (C) Explain different types of 3D animation.   5

    (D) What are the applications of 3D animation ? Explain.   5

EITHER

4. (A) Explain color model in detail.   5

    (B) Explain principle of gamma correction with example.   5

OR

    (C) Explain different languages of script animation.   5

    (D) Explain importance of motion capturing in animation.   5

5. (A) What is the need of animation ?   2½

    (B) Write a short note on 'action script'.   2½

    (C) Write a short note on 'skeleton animation'.   2½

    (D) Write down the components of production budgets.   2½