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.

1. **EITHER**
   (a) Discuss any five principles of animation.   5
   (b) Explain the uses of animation in business.   5
   OR
   (c) What are the techniques of 3D animation.   5
   (d) Write a note on special effects.   5

2. **EITHER**
   (a) Give introduction to flash for animation.   5
   (b) Explain time management and animation using flash.   5
   OR
   (c) What are the operations with the frame management.   5
   (d) Explain turn-based animation with example.   5

3. **EITHER**
   (a) Explain process of 3D camera tracking.   5
   (b) Explain any two tools for 3D animation.   5
   OR
   (c) Explain texturing process with animation.   5
   (d) What are the types of 3D animation.   5

4. **EITHER**
   (a) Explain principle of gamma correction with example.   5
   (b) Explain any two languages with example for action script.   5
   OR
   (c) What are the motion capturing formats ?   5
   (d) Write a note on device independent color model.   5

5. Attempt all :—
   (a) What are the types of animations ?   2½
   (b) What are the layer handling functions in flash ?   2½
   (c) Write a note on selection for 3D animation.   2½
   (d) Write a note on motion capture software.   2½