

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

Time : Three Hours]

[Maximum Marks : 50

**N.B. :—** (1) All questions are compulsory and carry equal marks.

(2) Draw neat and labelled diagram wherever necessary.

**EITHER**

1. (a) Explain technique for 3D animation. 5
- (b) What are the principles of animation ? 5

**OR**

- (c) What are the techniques for 2D animation ? 5
- (d) What are the special effects ? How is it useful for animation ? 5

**EITHER**

2. (a) Explain tween-based animation. 5
- (b) Explain frame-based animation. 5

**OR**

- (c) Explain time management in FLASH animation. 5
- (d) Explain structure of Action Script. 5

**EITHER**

3. (a) Explain 3D Camera tracking in short. 5
- (b) Explain features of moving 3D animation and requirement. 5

**OR**

- (c) What are the applications and required software variations of 3D animation ? 5
- (d) Discuss concept of 3D animation. 5

**EITHER**

4. (a) Explain Gamma factor and Gamma correction method. 5
- (b) What are the different languages for script animation ? 5

**OR**

- (c) Explain color model for device independent animation. 5
- (d) How to add expression into animation ? 5

5. Attempt **all** :

- (a) What is animation ? 2½
- (b) What are advantages of FLASH Software ? 2½
- (c) What parameters distinguish 3D from 2D animation ? 2½
- (d) Write a note on 3D animation movies. 2½