

## **IN2600 - Computer Graphics and Animation Practical Exam (Two Parts)**

Think a simple scenario to create an animation video. The scenario should contain the follows.

- A simple 3D Environment  
Ex: Inside a room
- Several objects with different features
  - Shadow
  - Reflection
  - Texture (Ex: Glass, Wood, Cloth, etc.)
- Movements of the objects  
Ex: Rolling, Collide, Falling etc.

### **Part I (Time Allocation: 2 weeks)**

Create a document with 2-4 pages. The document should contain the follows.

- The script plan of the video.
- Description about the environment
- Description about the objects and their features
- Step by step script plan of the animation
- 3-5 images with the graphical view of the scenario
  - Use GIMP software
  - Create the graphical view of the environment
  - Identify the key frames of the animation
  - Create the images that display the key frames

Evaluation criteria of the part I :

- Layer Naming
- Object and Text Used
- Texture applied
- Design Neatness and the Completeness

Deadline for the part I Submission is: 18<sup>th</sup> December 2020

### **Part II (Time Allocation: 4 weeks)**

Use the above script plan in part I and create an animation as follows.

- Use Blender software
- Create the 3D environment
- Create the objects with features
- Create the animation by moving the objects according to the script
- Generate a video file using this animation
- Animation duration should be 30s - 2 minutes

You must submit both the final video file and the source design file together.

Evaluation criteria of the part II :

- Object animation
- reflection
- Collision smoothness with natural effect
- 3D Text animation
- Video file creation with clarity
- Vibration effect
- Animation with Creativity

Deadline for the part II Submission is: 24<sup>th</sup> January 2021