



CAMBRIDGE INSTITUTE OF TECHNOLOGY

K.R. PURAM, BANGALORE – 560 036, Ph: 080-2561 8798 / 2561 8799

Fax: 080-2561 8789, email: principal@cambridge.edu.in

Affiliated to VTU, Belagavi| Approved by AICTE, New Delhi| NAAC& NBA Accredited|
UGC 2(f) Certified| Recognized by Govt. of Karnataka



DEPARTMENT OF BASIC SCIENCES

APPLICATIONS OF PHYSICS IN ANIMATION- CSE STREAM QUESTION BANK-MODULE 5

Sl No.	Questions	
1	Elucidate the importance of size & scale and weight and strength in Animations.	CO5
2	Sketch and explain the motion graphs for linear, easy ease, easy ease in and easy ease out cases of animation.	CO5
3	Discuss timing in Linear motion, Uniform motion, slow in and slow out.	CO5
4	Illustrate the odd rule and odd rule multipliers with a suitable example.	CO5
5	Describe Jumping and parts of jump.	CO5
6	Define- is Animation, taxonomy of physics in Animation, Frames and Frames per second.	CO5
7	Define Line of Action and Path of action.	CO5
8	Explain Odd rule Scenarios.	CO5
9	Define Strides, Steps and Gait in walking	CO5
10	Discuss the salient features of Normal distribution using bell curves.	CO5
11	Distinguish between descriptive and inferential statistics.	CO5
12	Mention the general pattern of monte Carlo method and hence determine the value of π .	CO5
13	Discuss modeling the probability for proton decay.	CO5