UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
End Semester Examination, December 2018

Course: 3d Comlexity Tehc. For Graphics Modeling And Anim. **Semester: VII**
Programme: B.Tech CSE GG **Course Code:** CSEG 469
Time: 03 Hrs. **Max. Marks: 100**
Instructions: All Questions Are Compulsory

SECTION A

S. No.		Marks	CO
Q 1	Explain Ambient Occlusion?	4	CO1
Q 2	Explain 3D camera Tracking	4	CO2
Q 3	What do you understand by Vector Animation?	4	CO2
Q 4	What Are Categories of Multimedia Software?	4	CO3
Q 5	Explain Antic-Action-Settlement with the help of basic illustrations-one for each.	4	CO4

SECTION B

Q 1	Differentiate between additive and subtractive modelling.	10	CO3
Q 2	Describe the techniques of "*Attaching multiple output meshes*".	10	CO3
Q 3	Explain the different principles of Computer Animation.	10	CO1 CO2
Q 4	Explain the steps and concepts of Creating Quick Time movies. Or Differentiate between Pre-Production and Post Production concepts with suitable examples.	10	CO4

SECTION-C

Q 1	Explain the following with example: a) Squash and Stretch b) Timing and Motion c) Anticipation d) Follow Through and Overlapping Action.	20	CO1 CO3 CO4

Q 2	Elaborate and explain the concept of Key framing with suitable examples and build an algorithm explaining the key framing concept for *"A water Droplet"* Or Emphasize on Kinematics and Inverse Kinematics with suitable examples and build an algorithm explaining the Kinematics concept for *"A hammer hit on a rubber tyre"*	20	**CO2** **CO3** **CO4**

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	SECTION A		
S. No.		**Marks**	**CO**
Q 1	Write the description of Make Unique.	4	CO1
Q 2	What is the use of Dummy objects?	4	CO2
Q 3	Explain Ungroup Command common for all Designing softwares..	4	CO2
Q 4	What Are Categories of Multimedia Software?	4	CO3
Q 5	Explain Antic-Action-Settlement with the help of basic illustrations-one for each.	4	CO4
	SECTION B		
Q 1	Differentiate between splitting polygons and splitting edges.	10	CO3
Q 2	Describe the techniques of *"Rendering Image sequences from MAYA"*.	10	CO4
Q 3	Differentiate between Motion Tweening and Shape Tweening	10	CO1 CO2
Q 4	Explain the steps and concepts of Creating Quick Time movies. Or Differentiate between Pre-Production and Post Production concepts with suitable examples.	10	CO4
	SECTION-C		
Q 1	Answer the following 1) What is a movie clip? Explain in brief. 2) Write the process of frame-by-frame animation. 3) What are the types of text? Explain in brief. 4) Explain few Boolean Modelling Techniques.	20	CO3 CO4
Q 2	Write a character bible for a corrupt politician and illustrate the same using the following guidelines. –Appearance, personality, habits, likes/dislikes, past, family background	20	CO1 CO3 CO4

	and present lifestyle.		
	Or		
	What is sequential movement drawing ? Why are they used ? Explain with the help of illustrating a walk cycle using 10 consecutive sketches.		