

Roll No.

Total No. of Pages : 02

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B.Tech.(3D Animation & Graphics) (2012 Onwards) (Sem.-6)

CHARACTER RIGGING AND ANIMATION

Subject Code : BTAG-603

M.Code : 72501

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A**1. Write briefly :**

1. How can you create normal constraints?
2. What is the benefit of footstep generators?
3. What is skinning?
4. What are tangents?
5. What is key frame?
6. What is camera mapping?
7. What is non-linear animation?
8. What is play back looping?
9. What is the importance of animating the scenes?
10. What is the basic concept of animation?

SECTION-B

2. Discuss importance of rigging for animation.
3. Explain the steps in rigging a dog.
4. Answer the following :
 - a) What is Bind pose?
 - b) What are Control objects?
5. Answer the following :
 - a) Explain walk animation.
 - b) Discuss animation retargeting.
6. What is walk through camera animation?

SECTION-C

7. What are the principles of animation?
8. What are the essentials and qualities for a good animated character?
9. Answer the following :
 - a) How to Use Deformers?
 - b) Basic concepts behind the muscle rigs.

NOTE : Disclosure of identity by writing mobile number or making passing request on any page of Answer sheet will lead to UMC against the Student.