

- Timing
- Animation
- Naming Convention
- IK handle
- Attics
- Muscle Rigging
- Thumb-nail
- Staging
- Slow in and out
- Part of action

### SECTION-B

2. What are IK and FK basic?
3. Explain wrap, riggle and wire.
4. List five common anatomical problems.
5. When is 'Secondary action' used?
6. What are walk cycle of animals?

### SECTION-C

7. Give a defined introduction to animation production process.
8. How important is bone system in character animation?
9. Highlight the significance and role of action in animation.

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