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

# CHARACTER RIGGING AND ANIMATION

Subject Code: BTAG-603 Paper ID: [72501]

Time: 3 Hrs. Max. Marks: 60

### **INSTRUCTION TO CANDIDATES:**

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

### **SECTION-A**

### 1. Write briefly:

- a. Timing
- b. Animation
- atics
  Muscle Rigging
  Thumb-nail c. Naming Convention
- d IK handle
- e. Attics
- g. Thumb-nail
- h. Staging
- Slow in and out
- j. 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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