School of Computing Science and Engineering
B.Tech CSE
ETE - Jun 2023

Time : 3 Hours   Marks : 100

Sem IV - E1UG401B - Introduction to 3D Animation and Modeling
Your answer should be specific to the question asked
Draw neat labeled diagrams wherever necessary

1.	Write the different steps involved in short framing.	K2 CO2 (5)
2.	With appropriate examples, use animations to explain the Movements law.	K3 CO3 (5)
3.	Differentiate between Cartoon and Animation.	K1 CO1 (5)
4.	Illustrate with an example, explain the timing and spacing in animation.	K2 CO2 (10)
5.	Explain the different Multimedia techniques in detail.	K1 CO1 (10)
6.	Summarize the basic lighting and attributes in detail.	K4 CO4 (10)
7.	Summarize the functions of graphic editor in 3D animation	K4 CO4 (10)

OR

	Compare and Contrast between application software and System software.	K4 CO4 (10)
8.	Explain the fundamental categories of camera movement used in 3D animation.	K3 CO3 (15)
9.	Give an illustration using a 3D animated screenplay.	K3 CO3 (15)
10.	Describe the steps involved in object topology.	K4 CO4 (15)

OR

	Summarize the working flow of 3D Texturing in detail.	K4 CO4 (15)