

Register No.:

450

April 2024

Time - Three hours
(Maximum Marks: 100)

- [N.B. 1. Answer all questions under Part-A. Each question carries 3 marks.
2. Answer all the questions either (a) or (b) in Part-B. Each question carries 14 marks.]

PART - A

1. Compare parenting and grouping.
2. Define set preferred angle.
3. Differentiate leg rigging from hand rigging.
4. What is inverse kinematics?
5. What are the uses of component editor?
6. Compare jiggle deformers and wire deformers.
7. Define animation.
8. What is frame rate?
9. List out any three universal emotions.
10. What is dope sheet?

[Turn over.....

PART – B

11. (a) Explain about orient and mirroring joints.
(Or)
(b) What is constraint? Explain about types of constraint.
12. (a) Define IK handles. Discuss about type of IK solvers.
(Or)
(b) Explain about character sets and expression editor.
13. (a) Discuss about linear deformer and cluster deformer.
(Or)
(b) Explain about smooth skinning and rigid skinning.
14. (a) Explain about ball bouncing animation and play blast animation.
(Or)
(b) Discuss about key frame animation and path animation.
15. (a) Explain about expression editor and camera sequencer.
(Or)
(b) Discuss about animation snapshot and animation sweep.
