

**SECOND SEMESTER (CBCSS—UG) DEGREE EXAMINATION  
APRIL 2021**

Bachelor of Graphic Design and Animation (BGDA)

BGA 2C 01—INTRODUCTION TO ANIMATION

(2020 Admissions)

Time : Two Hours

Maximum : 60 Marks

**Section A**

*Answer at least **eight** questions.*

*Each question carries 3 marks.*

*All questions can be attended.*

*Overall Ceiling 24.*

1. Orient Constraint.
2. Performance Capture.
3. Directional Lights.
4. Pixilation.
5. Global Illumination.
6. Hotbox.
7. Silhouette Animation.
8. Non-linear Animation.
9. Polygon.
10. ParticleVortex.
11. Motion Capture.
12. Playblast.

(8 × 3 = 24 marks)

**Section B**

*Answer at least five questions.*

*Each question carries 5 marks.*

*All questions can be attended.*

*Overall Ceiling 25.*

13. Distinguish between Cut-out Animation and Cel Animation.
14. Write in brief about Cyclic Animation.
15. Explain the major uses of particle system in Nuke.
16. Differentiate between Warping and Morphing ?
17. Briefly explain FK and IK in Maya.
18. Write an account on Timelapse Animation.
19. Briefly explain Outliner in Maya.

(5 × 5 = 25 marks)

**Section C**

*Answer any one question.*

*The question carries 11 marks.*

20. Explain in detail—The 12 Basic Principles of Animation.
21. What is three-point lighting technique ? Explain.

(1 × 11 = 11 marks)