

III Semester B.Sc. Animation Examination, May 2010
3D ANIMATION – I
Theory

Time : 1 Hour

Total Marks : 20

Note : Wherever required, use pencil sketches.

SECTION I – A

Answer **any three** of the following questions in brief :

(3×2=6)

1. What is Orthographic projection ?
2. Name the two kinds of NURBS curves and differentiate them.
3. Name any 4 nonlinear deformers.
4. Define HDRI.

SECTION I – B

Answer **any three** of the following questions :

(3×3=9)

1. Differentiate between Grouping and Parenting.
2. Discuss importance of Rigging for animation.
3. Write short notes on the following :
a) Reflection b) Refraction
4. Explain Graph editor. Mention its functions.

SECTION I – C

Answer **any one** of the following questions in detail :

(1×5=5)

1. Explain the various Modeling tools available in Maya.
2. What is deformer ? Explain its usage in Modeling and Animation.

P.T.O.

Practical

Time : 3 Hours

Total Marks : 15

- Note :*
- 1) *Save the Maya files in the folder named against your roll number.*
 - 2) *Save any additional image files to the same location.*
 - 3) *Output of the animation should be a play blast.*

SECTION II – A

Answer **any one** of the following :

15

1. Model and animate a coin rolling inside a big spherical water bowl and setting down.
2. Model the given references interior scene and render the scene to 800 × 600 resolution with at least two camera angles.

Time : 3 Hours

Total Marks : 15

SECTION II – B

Answer **any one** of the following :

10

1. Model and texture a copper table spoon and fork, render the scene to 800 × 600 resolution.
2. Perform page flip animation to the given reference 3d book model.

SECTION II – C

Answer **any one** of the following :

5

1. Texture the given old door with details and render the scene to 800 × 600 resolution.
 2. Texture the given 3d trolley model, render the scene to 800 × 600 resolution.
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III Semester B.Sc. Animation Examination, May 2010
MOVIE ANALYSIS AND APPRECIATION

Theory

Note : Wherever required, use pencil sketches.

Time : 1 Hour

Max. Marks : 20

SECTION – IA

Answer **any three** of the following questions in brief : **(3×2=6)**

1. What is meant by “Character Actor” ?
2. Explain two major differences between “Animation and Live action film”.
3. What is “Symbolism” in movies ?
4. What is staging ?

SECTION – IB

Answer **any three** of the following questions : **(3×3=9)**

1. Discuss experimental animation films. Give two examples.
2. Discuss the term ‘Extreme long shot’ in films with example.
3. Write short notes on **any two** of the following :
 - a) Meera Nair b) Shyam Benegal
 - c) Steven Spielberg
4. Discuss different types of editing.

SECTION – IC

Answer **any one** of the following question in detail : **(1×5=5)**

1. Discuss Noir and its visual impact in film.
2. What are the elements of “Film Appreciation” ?

P.T.O.

Practical

SECTION – IIA

Time : 3 Hours

Max. Marks : 30

Use your own imagination and create a photo narrative (story) out of the images given. Images can be chosen at random and one need not necessarily use all the images. Pass appropriate and brief comments under the images to help understand your narrative. Images available in folder named *Photo Narrative*.

(Use Photo shop, MS word or MS power point as required.)

III Semester B.Sc. Animation Examination, May 2010
PRE - PRODUCTION I
Theory

Time : 1 Hour

Total Marks: 20

Instructions : Wherever required , use pencil sketches.

SECTION I – A

Answer **any three** of the following questions in brief :

(3×2=6)

1. What is a jump cut ? Give example.
2. What is a character Arc ?
3. What is Slug line in script ?
4. What is Thumbnail ?

SECTION I – B

Answer **any three** of the following questions.

(3×3=9)

1. “The characters in the film CARS are anthropomorphic in nature” is the above statement true or false, discuss.
2. What is the PAL and NTSC and what is the difference between them ?
3. What is a turn around sheet and why is it needed ?
4. What is the job of the Art director in the Animation film ?

SECTION I – C

Answer **any one** if the following questions in detail.

(1×5=5)

1. Discuss with examples various Formats and their Aspect Ratio.
2. What are the differences between television Safe Area and Field guide ?

P.T.O.

Practical

Time : 3 Hours

Total Marks: 15

SECTION II – A

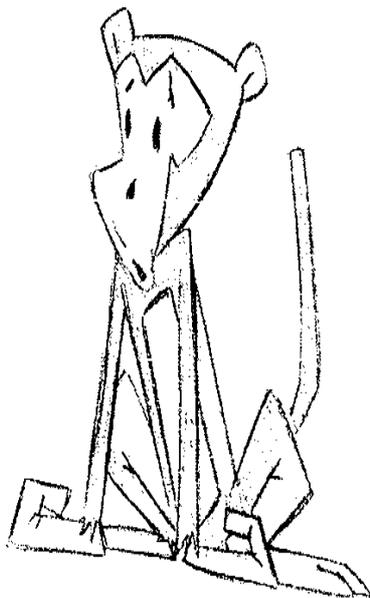
Answer **any one** of the following.

15

1. Draw turn around (front, 3/4, profile, back 3/4, back) and construction sheet (head proportions) for the character.



2. Draw turn around (front, 3/4, profile, back 3/4, back) and construction sheet (head proportions) for the character.



Time : 3 Hours

Max. Marks: 15

SECTION II – B

Answer **any one** of the following.

10

1. A working layout of a contemporary living room below eye level, make sure to include
 - a) All the necessary details
 - b) Distribute layers
 - c) Follow color notation
 - d) Mark entry and Exit point (Use arrows)
 - e) Use diffused sunlight (mid day) coming through the window to light up your layout
 - f) 10 fields

2. Create a working layout of a five star hotel lobby, use two field Vertical pan and three field horizontal pan, make sure to include :
 - a) All necessary details
 - b) Distribute layers
 - c) Follow color notation
 - d) Create depth by keeping the reception area closer to the camera
 - e) Create a capsule elevator in warped perspective for the vertical pan
 - f) Camera movement left to right (horizontal) bottom to top (Vertical)
 - g) Interior lighting - use artificial light sources inside the lobby.
 - h) 8 fields (Both horizontal and vertical)

SECTION II – C

Answer **any one** of the following.

5

1. Chikki is a hyper active baby. Create a concept art of his room stuffed with toys.



Chakki

2. Low Angle - Valley of flowers. Create layouts for the camera angles and scene requirements . Use appropriate props and settings.

III Semester B.Sc. Animation Examination, May 2010
POST PRODUCTION – I
Theory

Time : 1 Hour

Total Marks : 20

Note : Use pencil sketches **wherever** required

SECTION I – A

(3×2=6)

Answer **any three** of the following questions in brief :

1. Explain “Motion Parallax”.
2. Define Bit depth.
3. Define Luminosity.
4. Discuss the uses of garbage matte.

SECTION I – B

(3×3=9)

Answer **any three** of the following questions :

1. Explain the procedure of tracking an element on a given plate.
2. Explain the use adjustment layer.
3. Explain the term pixel aspect ratio.
4. Write short notes on :
 - a) NTSC
 - b) HDTV
 - c) SECAM

SECTION I – C

(1×5=5)

Answer **any one** of the following questions in detail :

1. What are the prerequisites of green and blue shooting ?
2. Describe different types of blur used in compositing.

P.T.O.

Practical

Time : 3 Hours

Total Marks : 30

- Note :** 1) Save the Maya files in the folder named against your roll number.
2) Save **any** additional image files to the **same** location.
3) Final out put : D1 PAL resolution, QuickTime movie only.
4) Use compression H264.

SECTION II – A

15

Answer **any one** of the following questions:

1. Corner pin and track the given reference footage to the television and color correct.
2. Key out the given footage and replace the background with given reference image.

SECTION II – B

10

Answer **any one** of the following questions :

1. Create a title animation for a movie name “ WARS OF THE STARS”.
2. Convert the given footage from day to night mode.

SECTION II – C

5

Answer **any one** of the following questions :

1. Color correct the given footage.
 2. Create Digital Bomb countdown animation from numbers 10 to 0.
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