

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

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 :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. 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
 - c. Naming Convention
 - d. IK handle
 - e. Attics
 - f. Muscle Rigging
 - g. Thumb-nail
 - h. Staging
 - i. 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.