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Name:

Reg. No.:

FOURTH SEMESTER B.Voc Examination, May-June 2019**MULTIMEDIA****SDC4MM14 - ADVANCED TECHNIQUES IN GRAPHICS & ANIMATION
(2014 Admission onwards)**

Time: 3 hours

Maximum Marks: 80

Part- A**(Answer all questions. Each question carries 1 mark. Answer in a word, phrase or sentence)**

1. Define rendering.
2. Corel Draw
3. Squash principle
4. Blender tool
5. Primitive shapes
6. Uniform scaling
7. Polygonal modeling
8. Modeling ribbon
9. Time line
10. List for animation tools

[10x1 = 10 marks]**Part B****(Brief Answer questions. Answer any eight questions. Each question carries 2 marks)**

11. Explain sampling and filtering.
12. What is GIF?
13. Enter basic short cut keys.
14. What is snap toggle?
15. What is meant by Unlink?
16. What is space wrap?
17. How do you create Boolean?
18. How do you give Sky light?

TURN OVER

19. What are the standard measurements?
20. What is mirror tool?
21. Explain rendering tool.
22. What is live action?

[8x2=16 marks]

Part C

(Short Essays. Answer any six questions. Each question carries 4 marks)

23. What do you mean by texturing?
24. Explain Camera lights.
25. Explain selection and filter list
26. What is Boolean operation?
27. What is Key frame animation?
28. Explain AEC extended.
29. What is 3D modeling?
30. Explain non linear animation
31. Explain Anticipation and Exaggeration.

[6x4 = 24 marks]

Part D

(Short Essays. Answer any two questions. Each question carries 15 marks)

32. Explain the basic procedures of cell animation.
33. Briefly explain 3D transformation and 3D transformation and projection.
34. Explain different type of Animation software.
35. What do you mean by architecture primitive? Explain.

[2x15 = 30 marks]