

**FOURTH SEMESTER B.Voc. DEGREE EXAMINATION, MAY 2018****(CUCBCSS-UG)****Multimedia****SDC4MM14—ADVANCED TECHNIQUES IN GRAPHICS AND ANIMATION****Time : Three Hours****Maximum : 80 Marks****Section A***Answer all questions.*

Choose the right answer from the following :—

1. Keyboard short cut to open the render scene dialogue :
  - (a) Control P.
  - (b) F10.
  - (c) F11.
  - (d) R.
2. Alter+W short cut key ?
  - (a) Toggle sub-object selection.
  - (b) Shows wire frame view.
  - (c) Change view style.
  - (d) Maximize the active view point.
3. Short key for show segments ?
  - (a) F3.
  - (b) F2.
  - (c) F4.
  - (d) F6.
4. Converts shape to image :
  - (a) F8.
  - (b) F7.
  - (c) F9.
  - (d) F1.
5. Animation Key :
  - (a) Boolean.
  - (b) Auto Key.
  - (c) Cntri+X.
  - (d) None of these.
6. Short cut for scaling ?
  - (a) Q.
  - (b) E.
  - (c) W.
  - (d) R.
7. X-axis displayed in :
  - (a) Green.
  - (b) Red.
  - (c) Blue.
  - (d) Orange.

**Turn over**

8. Father of Animated cartoons ?
- (a) Walt Disney. (b) Winsor Mc Kay.  
(c) Otto Mesmer. (d) None of the above.
9. Short Key for wire frame :
- (a) F3. (b) F1.  
(c) F8. (d) F9.
10. To open the render scene dialogue :
- (a) Control P. (b) F10.  
(c) F11. (d) R.

(10 × 1 = 10 marks)

### Section B

Answer any **eight** questions.

II. Write short notes on any *eight* of the following :—

11. Explain select and rotate.
12. What is snap toggle ?
13. How to create Boolean ?
14. What do you mean by 3D transformation ?
15. What is live action ?
16. What is motion capture ?
17. Define Simulator.
18. What is auto key ?
19. Define Link.
20. What do you mean by story board ?
21. Define Key frames.
22. Explain anticipation.

(8 × 2 = 16 marks)

### Section C

Answer any **six** questions.

III. Write short essays on any *six* of the following :—

23. What is texturing ?
24. Describe interface of Autodesk 3Ds Max.
25. Explain selection and filter list.

26. Explain Animation steps.
27. Explain path Animation.
28. Explain AEC extended.
29. What is space wrap ?
30. What do you mean by Character Animation ?
31. Explain types of snap Toggle.

(6 × 4 = 24 marks)

### Section D

*Answer any two questions.*

IV. Write essays on any *two* of the following :—

32. Explain different types of Animation software.
33. What is kinematics ?
34. Explain principles of Animation.
35. Explain basic Animation techniques.

(2 × 15 = 30 marks)