

**UG-425**

**BMA-11**

**B.Sc. DEGREE EXAMINATION –  
DECEMBER 2019.**

**Third Year**

**Multimedia**

**CHARACTER ANIMATION**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (3 × 5 = 15 marks)**

**Answer any THREE questions.**

**Write short notes on the following :**

1. Polygon basics.
2. Symmetrical models.
3. Overlapping action.
4. Texture.
5. Tangents.

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

6. Explain the NURBS primitive components in detail.
7. What is keyframe animation? Explain the steps involved in creating keyframe animations with an example.
8. Sketch the poses for Run Cycle and explain each of them.
9. List the types of 2D textures and 3D textures with a brief explanation.
10. Discuss the functions of animation control menus with an example.
11. Explain the steps involved in creating simple models from primitives.
12. Discuss the basics of animation using ball bouncing sketch.

**UG-426**

**BMA-12**

**B.Sc. DEGREE EXAMINATION —  
DECEMBER, 2019.**

**Third Year**

**Multimedia**

**PAINT EFFECTS OF DYNAMICS**

**Time : Three hours**

**Maximum marks : 75**

**PART A — (3 × 5 = 15 marks)**

**Answer any THREE questions.**

**Write short notes on the following:-**

1. Blending brushes.
2. Spiral Bend
3. Geometry
4. Node
5. Rendering

**PART B — (4 × 15 = 60 marks)**

**Answer any FOUR questions.**

6. Explain how the paint effects tool works with an example.
7. Discuss the steps involved in creating unlimited Variety of Stores by Modifying brush Solting.

8. Explain the process of adding hair to a character with an example.
  9. Preparing polygons for Maya Fur – Discuss.
  10. Explain how to create n Cloth and n Particle interactions.
  11. Cartoon Fills and Outlines – Discuss.
  12. Explain how to animate strokes using example.
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**UG-427**

**BMA-13**

**B.Sc. DEGREE EXAMINATION –  
DECEMBER 2019.**

**Third Year**

**Multimedia**

**REALISTIC FEATURES AND RIGGING**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (3 × 5 = 15 marks)**

**Answer any THREE questions.**

**Write short notes on the following.**

1. Hair preset
2. Fur preset
3. Skin weight
4. Joint chain
5. IK handlers and solvers

PART B — (4 × 15 = 60 marks)

Answer any FOUR questions.

6. Explain how to play a hair simulation.
  7. What are the types of hair constraints? Explain in detail.
  8. Fur creation and modification – Discuss.
  9. Explain Hair curves and presets with an example.
  10. Discuss the skinning geometry in detail.
  11. Explain how to name and minor joints.
  12. Elaborate on the steps involved in Fur Animation.
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