

Tamil Nadu Open University

Chennai-15

SCHOOL OF JOURNALISM AND NEW MEDIA STUDIES

Assignment

Programme Code : **Character Animation**
Programme Name : B.Sc (Multimedia)-BMA 11
Batch : CY 2018
No.of Assignments : 3
Marks : 25

Write an essay on any three of the following:

1. What are polygon modelling and write on polygon basics
2. What is Nurbs modelling, loft and extrude
3. What is key frame animation in MAYA
4. How is cloth effects created in MAYA

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Assignment

Programme Code : **Paint Effects & Dynamics**
Programme Name : B.Sc (Multimedia)-BMA 12
Batch : CY 2018
No.of Assignments : 3
Marks : 25

Write an essay on any three of the following:

1. What are rendering paint effects?
2. How is cloth created for characters.
3. How to hair and fur effects created?
4. Explain different types of material effects?

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Assignment

Programme Code : **Realistic Features and Rigging**
Programme Name : B.Sc (Multimedia)-BMA 13
Batch : CY 2018
No.of Assignments : 3
Marks : 25

Write an essay on any three of the following:

1. What are element of rigging ?
2. Write in detail on forward kinematics?
3. How is hair styling done for characters?
4. How is walk through animation created for a designed model?