# TAMIL NADU OPEN UNIVERSITY

**Chennai - 15**
**School of Journalism and New Media Studies**

**ASSIGNMENT**

Programme Code No   : 140
Course Code & Name  : BMA-11 Character Animation

Programme Name      : B.Sc (Multimedia)

Batch               : AY 2021

No. of Assignments  : 3

Maximum CIA  marks  : 25

## *Assignment: 1*

**Answer the following in 200 words each.**

1. What are techniques in modeling?
2. What are the polygon basics?
3. What is extrude?
4. Explain the modeling technique

## *Assignment: 2*

**Answer the following in 200 words each.**

1. What are key frame animation
2. What is animation control menus.
3. What are types of 2D textures
4. What is graphic editor

## *Assignment: 3*
**Answer the following in 200 words each.**

1. Write on timeline slider
2. What is range slider
3. What is lattice & cluster
4. What is rendering

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**ASSIGNMENT**

Programme Code No : 140

Course Code & Name : BMA-12 Paint effects & Dynamics

Programme Name : B.Sc (Multimedia)

Batch : AY 2021

No. of Assignments : 3

Maximum CIA marks : 25

## *Assignment: 1*

**Answer the following in 200 words each.**

1. What are paint effect canvas?
2. What are the brush stokes?
3. What is spiral bend?
4. Explain the animating strokes

## *Assignment: 2*

**Answer the following in 200 words each**

1. What are clothing for character
2. What is nparticle interactions.
3. What are maya fur
4. What is blend mode

## *Assignment: 3*

**Answer the following in 200 words each. Each question carries 10 marks**

1. Write on timeline slider
2. What is range slider
3. What is lattice & cluster
4. What is rendering

Programme Code No   : 140

Course Code & Name   : BMA-13Realistic Features and Rigging

Programme Name    : B.Sc (Multimedia)

Batch               : AY 2021

No. of Assignments   : 3

Maximum CIA marks   : 25

## *Assignment: 1*

**Answer the following in 200 words each.**

1. What are rigging?
2. What are the brush stokes?
3. What is spiral bend?
4. Explain the animating strokes

## *Assignment: 2*

**Answer the following in 200 words each.**

1. What are elements of rigging
2. What is geomentry options for creating muscles in modelling.
3. What are hair preset
4. What is make curve dynamic

## *Assignment: 3*

**Answer the following in 200 words each.**

1. Write on types of hair constraints
2. What is setting up hair constraing
3. What is binding geomentry
4. What is sliding weights

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**ASSIGNMENT**

Programme Code No   : 140
Course Code & Name   : BMA-P5
Programme Name     : B.Sc (Multimedia)
Batch                   : AY 2021 ( 3rd year )
No.of Assignment      : 1
Maximum CIA marks   : 50

## ASSIGNMENT – 1

Max : 25 marks

**Answer any one of the work mentioned below**

      Create a 3 D model
      and
      Create a 3D animation

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**ASSIGNMENT**

Programme Code No   : 140
Course Code & Name  : BMA-P6
Programme Name       : B.Sc (Multimedia)
Batch                : AY 2021 ( 3rd  year )
No.of Assignment      : 1
Maximum CIA  marks    : 50

## ASSIGNMENT – 1

Max : 25 marks

**Answer any one of the work mentioned below**
Submit a video with animation done with your own modelling object
        Or
Create a 3D animation and create appropriate environmet for it