PRESIDENCY UNIVERSITY

BENGALURU

End - Term Examinations – MAY 2025
Date: 23-05-2025   **Time:** 01:00 pm –04:00 pm

School: SOD	**Program:** Bachelor of Design / B.Sc. Data Science	
Course Code: BSM2007	**Course Name:** Introduction to 3D Animation	
Semester: IV	**Max Marks**: 100	**Weightage**: 50%

CO - Levels	CO1	CO2	CO3	CO4	CO5
Marks	30	30	40		

Instructions:

(i) Read all questions carefully and answer accordingly.

(ii) Do not write anything on the question paper other than your roll number.

Part A

Answer ALL the Questions. Each question carries 2 marks.   **10Q x 2M=20M**

1.	Describe different types of animation.	2 Marks	L1	CO1
2.	Label the different software used for 3d animation.	2 Marks	L1	CO1
3.	Name the different types of 3d Space.	2 Marks	L1	CO1
4.	Order the steps involved in Keyframing.	2 Marks	L1	CO1
5.	Relate and write the principles of Animation to real-world movements.	2 Marks	L1	CO1
6.	Explain why rendering is important.	2 Marks	L2	CO2
7.	Explain the IK and FK process.	2 Marks	L2	CO2
8.	Explain why adding a new camera is important	2 Marks	L2	CO2
9.	Contrast Rigging Theory with practical rigging applications.	2 Marks	L2	CO2
10.	Predict the impact of Physics-Based Animation on realism.	2 Marks	L2	CO2

Part B

Answer the Questions.   **Total Marks 80M**

11.	a.	Describe 3d Modelling and list 5 different types of primitives.	10 Marks	L1	CO1
	b.	Define texturing and shading.	05 Marks	L1	CO1
	c.	Describe the overview of 3d animation.	05 Marks	L1	CO1
		Or			
12.	a.	Explain the lighting in 3d.	10 Marks	L1	CO1
	b.	Describe the basics of 3d Space.	05 Marks	L1	CO1
	c.	Describe keyframing and timeline concepts.	05 Marks	L1	CO1

13.	a.	Contrast character animation concepts with traditional animation techniques.	10 Marks	L2	CO2
	b.	Describe dynamics and simulations in 3d animation.	05 Marks	L2	CO2
	c.	Describe the rendering process.	05 Marks	L2	CO2
		Or			
14.	a.	Describe rigging in 3d Animation.	10 Marks	L2	CO2
	b.	Describe facial animation and its challenges.	05 Marks	L2	CO2
	c.	Describe advanced lighting techniques for creating mood and atmosphere.	05 Marks	L2	CO2

15.	a.	Prepare a storyboard for a short 3d animation sequence. Draw 5 boards, each with 4 panels.	10 Marks	L3	CO3
	b.	Demonstrate the tasks involved in an animation project using workflow efficiency principles.	05 Marks	L3	CO3
	c.	Restructure a collaborative workflow to improve team communication.	05 Marks	L3	CO3
		Or			
16.	a.	Modify industry standards to fit a specific project requirement.	10 Marks	L3	CO3
	b.	Produce a summary of key findings from the case study you did for a movie.	05 Marks	L3	CO3
	c.	Apply and explain the different aesthetics and styles for a character design.	05 Marks	L3	CO3

17.	a.	Change the animation style of a film scene to match a game aesthetic. Write down the entire process.	10 Marks	L3	CO3
	b.	Predict a problem related to career Paths in 3d Animation and give the solution for the same.	05 Marks	L3	CO3
	c.	Demonstrate collaboration in animation projects.	05 Marks	L3	CO3
		Or			
18.	a.	Determine the impact of file formats on rendering time.	10 Marks	L3	CO3
	b.	Employ case study analysis to improve animation techniques.	05 Marks	L3	CO3
	c.	Interpret the influence of aesthetics and style on audience engagement.	05 Marks	L3	CO3