



**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
END TERM EXAMINATION - JAN 2023**

Semester : Semester V - 2020

Course Code : BDG302

Course Name : Sem V - BDG302 - Advanced CAD Skills

Program : B.Design - Game Design

Date : 10-JAN-2023

Time : 9.30AM - 12.30PM

Max Marks : 100

Weightage : 50%

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.

PART-A

ANSWER ALL THE FOLLOWING QUESTIONS

3Q X 10M = 30M

1. Write the steps to animate a Polygon Cube, choosing your own style to animate it.
(CO1,CO3,CO2) [Knowledge]
2. What are the 12 Principles of animation?
(CO3,CO2,CO1) [Knowledge]
3. Create a walk cycle.
(CO3,CO2,CO1) [Knowledge]

PART-B

ANSWER ALL THE FOLLOWING QUESTIONS

2Q X 15M = 30M

4. Create an eight seconds clip of a ball animation in Maya and take a Playblast of the scene.
(CO1,CO2,CO3) [Comprehension]
5. What is Paint Skin Weight Tool in Maya and write the steps to use it on an object or a character?
(CO3,CO2,CO1) [Comprehension]

PART-C

VIVA / JURY

1 X 40M = 40M

6. Present the given topic and defend the jury clarification.
(CO3,CO1,CO2) [Application]
