

Roll No



**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
MID TERM EXAMINATION - APR 2023**

Semester : Semester IV - 2022 - 23 - BSM - 2021

Course Code : BSM2007

Course Name : Sem IV - BSM2007 - Introduction to 3D Animation

Program : B.Sc. Multimedia-VFX SFX GAMING

Date : 12-APR-2023

Time : 2:00PM - 3:30PM

Max Marks : 50

Weightage : 25%

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.
- (iv) Do not write any information on the question paper other than Roll Number.

PART A

ANSWER ALL THE QUESTIONS

(5 X 2 = 10M)

1. what is mean by Exaggeration principle (CO1) [Knowledge]
2. How many Types of Viewports in Maya Software and explain them (CO1) [Knowledge]
3. Explain Early animation devices. (CO1) [Knowledge]
4. what is mean by Flipbook Animation? (CO1) [Knowledge]
5. What is the purpose of 3D Animation (CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(5 X 4 = 20M)

6. How Maya timeline helping in smooth animation? (CO2) [Comprehension]
7. What are the Advantages of Pose-to-Pose animation (CO2) [Comprehension]
8. Why study of poses is important in Character Animation? Justify your answer with proper sketch (CO2) [Comprehension]
9. Explain about Magic lantern Animation device. draw the basic structure of Magic lantern (CO2) [Comprehension]

10. Draw Maya Interface with proper marking

(CO2) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS

(2 X 10 = 20M)

11. How you create a 3D Walk Cycle in Maya ? Explain Each stages with suitable Diagrams (diagrams can draw with Pencil)

(CO3) [Application]

12. Discuss the contribution of Disney in Animation Industry

(CO3) [Application]