

Roll No



**PRESIDENCY UNIVERSITY
BENGALURU**

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

Semester : Semester IV - 2021

Course Code : BSM3016

Course Name : Sem IV - BSM3016 - 3D Rigging and Animation

Program : BSM

Date : 13-APR-2023

Time : 09:30AM - 11:00AM

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. Why Story Board so important in 3D Production? draw a Story Board for 1 min Animation movie of your choice
(CO1) [Knowledge]
2. What is the purpose of Graph editor in maya ?
(CO1) [Knowledge]
3. How to import a reference Image in maya for Animation
(CO1) [Knowledge]
4. How to render a 50-frame animation? explain the process
(CO1) [Knowledge]
5. What is inverse Kinematics in Maya rigging?
(CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(5 X 4 = 20M)

6. How to pick a ball and throw in Maya? explain each stage with proper diagram
(CO2) [Comprehension]

7. What is the use of Outliner in Maya ? how it helps in Rigging?
(CO2) [Comprehension]
8. Why we using “Skin” Option in Rigging? explain with one example
(CO2) [Comprehension]
9. How do you create Skelton in Rigging process?
(CO2) [Comprehension]
10. What is mean by Rigging? expalin
(CO2) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS

(2 X 10 = 20M)

11. How Script and Storyboard helping for 3D Animation production ? create a two column script and story board for 2 min Animation Film of your choice
(CO3) [Application]
12. Explain the character development process for a 3D Movie
(CO3) [Application]