

Roll No



**PRESIDENCY UNIVERSITY  
BENGALURU**

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

**Semester :** Semester IV - 2021

**Course Code :** BSM2007

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

**Program :** BSM

**Date :** 9-JUN-2023

**Time :** 1.00PM - 4.00PM

**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.
- (iv) Do not write any information on the question paper other than Roll Number.

**PART A**

**ANSWER ALL THE QUESTIONS**

**(3 X 10 = 30M)**

1. Explain the Animation production Pipeline stages .  
(CO1) [Knowledge]
2. Define Graph editor and its Use in 3D Animations  
(CO2) [Knowledge]
3. What is green screen removal techniques ? How this techniques helping in Animation Movie production  
(CO2) [Knowledge]

**PART B**

**ANSWER ALL THE QUESTIONS**

**(2 X 20 = 40M)**

4. Discuss different types of Animations with proper examples and sketches .  
(CO3) [Comprehension]
5. Discuss the Anticipation and Squash and stretch animation principle with proper Sketches  
(CO3) [Comprehension]

**PART C**

**ANSWER THE FOLLOWING QUESTION**

**(1 X 30 = 30M)**

6. Explain The Process involved in a 3D rigged Character Walk cycle with proper Blue Print  
(CO4) [Application]