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**PRESIDENCY UNIVERSITY  
BENGALURU**

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

**Semester :** Semester IV - 2021

**Course Code :** BSM3016

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

**Program :** BSM

**Date :** 12-JUN-2023

**Time :** 1.00PM - 4.00PM

**Max Marks :** 100

**Weightage :** 50%

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**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.*
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**PART A**

**ANSWER ALL THE QUESTIONS**

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

1. Why Facial Rigging is so important in Character Animation ? justify your answer. (CO1) [Knowledge]
2. Explain the use of UV Editor in Maya. (CO1) [Knowledge]
3. How you Rigg a Human Hand ? explain the process. (CO1) [Knowledge]

**PART B**

**ANSWER ALL THE QUESTIONS**

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

4. Explain the complete Rigging Process of a Character of your choice. (CO2) [Comprehension]
5. what is IK and FK in Rigging ? how important is these in Rigging ? Justify your answer. (CO3) [Comprehension]

**PART C**

**ANSWER THE FOLLOWING QUESTION**

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

6. Discuss the Complete Steps Involved in Bird Rigging In Maya Software with proper Sketches. (CO4) [Application]