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**PRESIDENCY UNIVERSITY
BENGALURU**

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

Semester : Semester IV - 2021

Course Code : DES2069

Course Name : Sem IV - DES2069 - Rigging and Animation 2D

Program : BDG

Date : 16-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.
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PART A

Answer all the questions

(2 X 5 = 10M)

1. Explain the concept of inverse kinematics (IK) in 2D rigging and animation.
(CO1,CO2,CO4,CO3,CO5) [Knowledge]
2. What is 2D rigging in animation and why is it important?
(CO3,CO5,CO4,CO2,CO1) [Knowledge]

PART B

Answer all the questions

(2 X 15 = 30M)

3. Create a Robo character and animate in after effects with a shadow following the main character.
(CO1,CO3,CO4,CO5,CO2) [Comprehension]
4. Create a real-time object in adobe animate and do the animation for the same. Walkcycle or Jumpcycle.
(CO2,CO1,CO3,CO4,CO5) [Comprehension]

PART C

Answer the following question

(1 X 60 = 60M)

5. Discuss the assigned subject and support the jury's clarification.
(CO1,CO4,CO2,CO5,CO3) [Application]