

Roll No



**PRESIDENCY UNIVERSITY
BENGALURU**

SET-A

**SCHOOL OF DESIGN
END TERM EXAMINATION – MAY/JUNE 2024**

Semester : Semester IV

Course Code : BSM2004

Course Name : History and Pipeline of Animation

Program : B.Sc.

Date : June 6, 2024

Time : 01.00pm to 04.00pm

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 ANY 10 QUESTIONS

10QX3M=30M

1. Name two softwares used for rendering in animation. What is Renderman?
(CO1,CO2) [Knowledge]
2. What is rigging in 3D animation? What is IK and FK rigs?
(CO1,CO2) [Knowledge]
3. What does the term "layout" refer to in 3D animation when compared with 2D animation?
(CO2,CO1) [Knowledge]
4. What is the role of Solid Drawing in animation production?
(CO2,CO3) [Knowledge]
5. Explain the role of an 3D animator in the animation production pipeline.
(CO2,CO1) [Knowledge]
6. What is the first stage of the 3D and 2D animation production pipeline?
(CO2,CO1) [Knowledge]
7. Explain the process of IK Rigging.
(CO1,CO2) [Knowledge]
8. What is the role of the storyboard artist in animation production? What is the difference between storyboard and animatics?
(CO1,CO2) [Knowledge]
9. What is the role of the Art Director in animation production?
(CO1,CO2) [Knowledge]
10. What is the importance of "blocking" in animation production. Is there a difference between blocking for 2D and 3D?
(CO2,CO1) [Knowledge]

11. Define the term "shading" in animation. What are the different types of shadings we use while drawing?

(CO2,CO3) [Knowledge]

12. What is the purpose of model sheet in 3D animation? Is it used in 2D animation as well?

(CO2,CO3) [Knowledge]

PART B

ANSWER ANY 3 QUESTIONS

3QX10M=30M

13. Discuss the role of story, script and storyboarding in animation production and how it aids in visualizing the narrative and planning shots.

(CO2,CO3) [Comprehension]

14. Describe the process of modelling in the 3D animation production and its significance. How is clay modeling useful for a 3D animation student, Discuss.

(CO3,CO2) [Comprehension]

15. Explain the concept of collecting texture references and its role in the 3D animation production pipeline. What is blocking in animation?

(CO3,CO2) [Comprehension]

16. Explain the process of texturing in 3D animation production and its significance in enhancing visual realism and detail.

(CO3,CO2) [Comprehension]

PART C

ANSWER ANY 2 QUESTIONS

2QX20=40M

17. Explain the stages involved in the pre-production phase of both 3D and 2D animation in detail. Analyse and discuss the importance of each stage and how they contribute to laying the foundation for the animation project.

(CO3) [Application]

18. Evaluate the role of technological advances in shaping the evolution of the 3D animation production pipeline, focusing on key innovations and their impact on workflow efficiency and creative possibilities.

(CO3) [Application]

19. Discuss the contrast between 3D animation production pipeline with the 2D animation production pipeline, discussing similarities and differences in workflow and techniques.

(CO3) [Application]