



BRAINWARE UNIVERSITY

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Brainware University
Barasat, Kolkata -700125

Term End Examination 2023

Programme – M.Sc.(AM)-2021

Course Name – Advanced Animation and CG Production-3d

Course Code - MMM402A-II

(Semester IV)

Full Marks : 60

Time : 2:30 Hours

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group-A

(Multiple Choice Type Question)

1 x 15=15

1. Choose the correct alternative from the following :

(i) Select the characteristics of Anime characters.

a) Squiggle Eyes.

b) Blushing Cheeks.

c) Make up laden face.

d) Squiggle Eyes , Blushing Cheeks and Make up laden face.

(ii) Identify the full form of IES lights?

a) Incandescent Enhanced Setup

b) Illuminating Engineering Society

c) Interior Environment Setup

d) None of the above

(iii) Illustrate, What is the significance of Ambient Occlusion material?

a) Calculating the direct and indirect lights

b) Creating a matte white texture

c) Reflecting the direct light

d) Create smooth shadows

(iv) Choose, Which light has been used for rendering the given image?

a) Area Light

b) Directional Light

c) Spot light

d) Point Light

(v) Choose, Which material type is used for representing matte surfaces with no specular highlights, such as chalk or unpolished surfaces?

a) Phong

b) Lambert

c) Blinn

d) Anisotropic

(vi) Illustrate skinning?

a) When you bind a model to a skeleton, it is called skinning.

b) Building the skeletons is skinning

c) To animate the character

d) None of the above

(vii) Select, To open and change the Interactive Bind Skin Options

a) Select edit > Interactive Bind Skin

b) Select Skin > Interactive Bind Skin

c) Select control > Interactive Bind Skin

d) None of the above

- (viii) To create real world reflections in most software packages, the \"reflection\" is actually made up of three parts. Select which of the following is not part of the reflection channel?
- a) Reflection
b) Specularity
c) Glossiness
d) Transparency
- (ix) Light in the real world continually bounces off of objects to illuminate an area. In the 3D software, this real world light simulation is extremely render intensive on the computer, but produces beautiful results. Select what most software dubs this simulation?
- a) Dynamics
b) Volumetrics
c) Hypervoxels
d) Radiosity
- (x) Everything in a 3D scene has to be either manually animated or calculated by the computer, as nothing is preset in the software. Select the calculation called to recreate real-world effects such as gravity, wind, liquids and collisions.
- a) Dynamics
b) Simulations
c) Real world events
d) Motions
- (xi) Choose the appropriate term used to fill in the blank. _____ is a pictorial representation of a facial expression using characters usually punctuation marks, numbers, and letters to express a person's feelings or mood, or as a time-saving method.
- a) Icon
b) Logo
c) Emoticon
d) Emoji
- (xii) Identify the characteristics of Colour Grading.
- a) It helps create a mood or coherent sensibility with your color palette.
b) It conveys a visual tone.
c) It makes your images look exactly like they appear in real life.
d) It helps create a mood or coherent sensibility with your color palette and conveys a visual tone.
- (xiii) Select the panel in Adobe Animate CC that indicates what settings are being used for objects and allows you to change those settings.
- a) Properties
b) Library
c) Tool
d) Timeline
- (xiv) Select the file format which is used to take the final output from an animation software to a compositing software.
- a) .mov
b) .mp4
c) .swf
d) .fla
- (xv) Select the objects that have been converted so that you can use the same image a number of times in a movie in Adobe Animate CC.
- a) Layer
b) Clipart
c) Tween
d) Symbol

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Define CGI. (3)
 3. Explain what do you mean by Constrains. (3)
 4. Explain the Grouping in Rigging Animation. (3)
 5. Evaluate the effectiveness of using particle simulation in 3D animation. (3)
 6. Classify the techniques of ghosting in Rigging Animation. (3)
- OR**
- Analyze show motion trail in Maya. (3)

Group-C
(Long Answer Type Questions)

5 x 6=30

7. Evaluate how can animators ensure that blend shapes are integrated smoothly into the overall character rig. (5)
8. Evaluate the process for creating an expression in 3D modeling and rigging. (5)
9. State some common techniques used in rigging, and how do they help to create more realistic animations. (5)
10. Discuss some of the technical challenges associated with motion capture. (5)
11. Explain the Key Pose blocking technique in animation. (5)
12. Summarize what are the technical requirements for creating expressions in 3D modeling and rigging. (5)

OR

Summarize the commonly used tools and techniques for creating expressions in 3D modeling and rigging. (5)

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