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14IT606/C

**III/IV B.Tech (Supplementary) DEGREE EXAMINATION**

**November, 2019**

**Sixth Semester**

**Time: Three Hours**

**Information Technology**

**Computer Animation**

**Maximum : 60 Marks**

*Answer Question No.1 compulsorily.*

(1X12 = 12 Marks)

*Answer ONE question from each unit.*

(4X12=48 Marks)

1 Answer all questions

(1X12=12 Marks)

- What is the role of modelling department in Computer animation?
- Write about shape animation.
- Define Vector and Matrix.
- How Ray Casting differs from display pipeline transformations.
- Define Affine transformations.
- Write a rotation transformation matrix for rotation about y-axis.
- What are the features of animation languages?
- List the approaches to find the arc length.
- Define control Points.
- Types of Facial Models.
- Write about Double Buffering.
- What is anti aliasing.

**UNIT I**

- Explain the principles of Computer Animations? 6M
- How can you transforming a vector and point using Matrix Multiplication. 6M

**(OR)**

- List and explain the basic types of animation. 6M
- Explain Geometric computations and functional integration. 6M

**UNIT II**

- Explain Homogenous coordinates and transformation Matrix. 6M
- Explain Fixed Angle and Euler Angle Representation 6M

**(OR)**

- Write about compound transformations 6M
- Explain the description of Transformations in the Display pipeline. 6M

**UNIT III**

- How to calculate arc length in controlling motion along a curve? 6M
- Explain about key frame systems. 6M

**(OR)**

- Explain recursive subdivision approach in 3D shape interpolation. 6M
- Explain smoothing a path using linear and cubic interpolation. 6M

**UNIT IV**

- How can you modelling the Arm and Hand? Explain. 6M
- Discuss about various approaches to Animating the Face. 6M

**(OR)**

- What is motion blur in moving objects?. 6M
- Write short notes on drop shadows. 6M

