**22101345**  **Reg. No………………….……...**

 **Name……………………………**

**B.A. DEGREE (C.B.C.S) EXAMINATION, AUGUST 2022**

**Fourth Semester**

Animation & Graphic Design

**TECHNIQUES OF 3D ANIMATION**

**Time: 5 Hrs. Total Marks: 80**

 **Attend any One from the following Questions**

1. Create any one of the character using the given reference image.

2. Create a hand rig include fingers controls and apply an animation of

 hand & ball Interaction

3. Create a two legged character’s Walk cycle.

 **(1x 80 = 80)**

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 **Name……………………………**

**B.A. DEGREE (C.B.C.S) EXAMINATION, AUGUST 2022**

**Fourth Semester**

Animation & Graphic Design

**TECHNIQUES OF 3D ANIMATION**

**Time: 5 Hrs. Total Marks: 80**

 **Attend any One from the following Questions**

1. Create a two legged stick character’s Walk cycle and jump, keep separate video files.
2. Design an exterior scene and apply UV Texture to the scene. Take jpeg image.
3. Create a hand rig include ik fk and fingers controls , apply movements

 and take video out.

1. Create a realistic human model and apply suitable skin texture to the mesh. Render at least 3 camera angles which should show the details.

  **(1× 80 = 80)**