**19101454**  **Reg. No………………….……...**

**Name……………………………**

**B.A. DEGREE (C.B.C.S) EXAMINATION, OCTOBER 2019**

**Fifth Semester**

B A Animation & Graphic Design

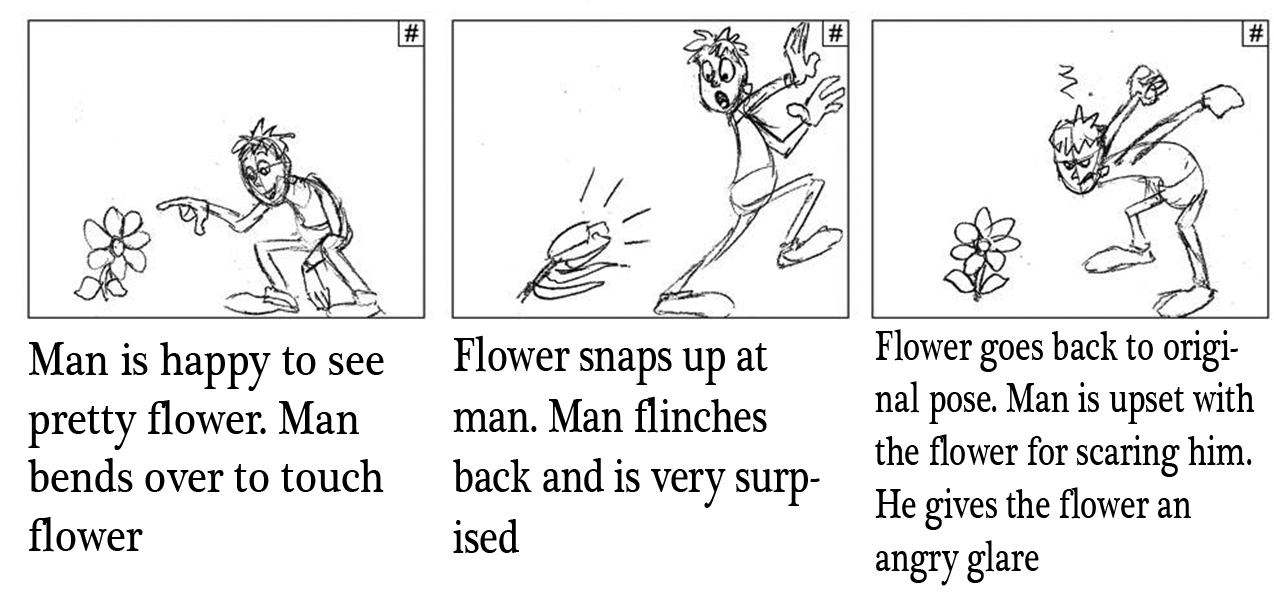
**ADVANCED 3 D ANIMATION TECHNIQUES**

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

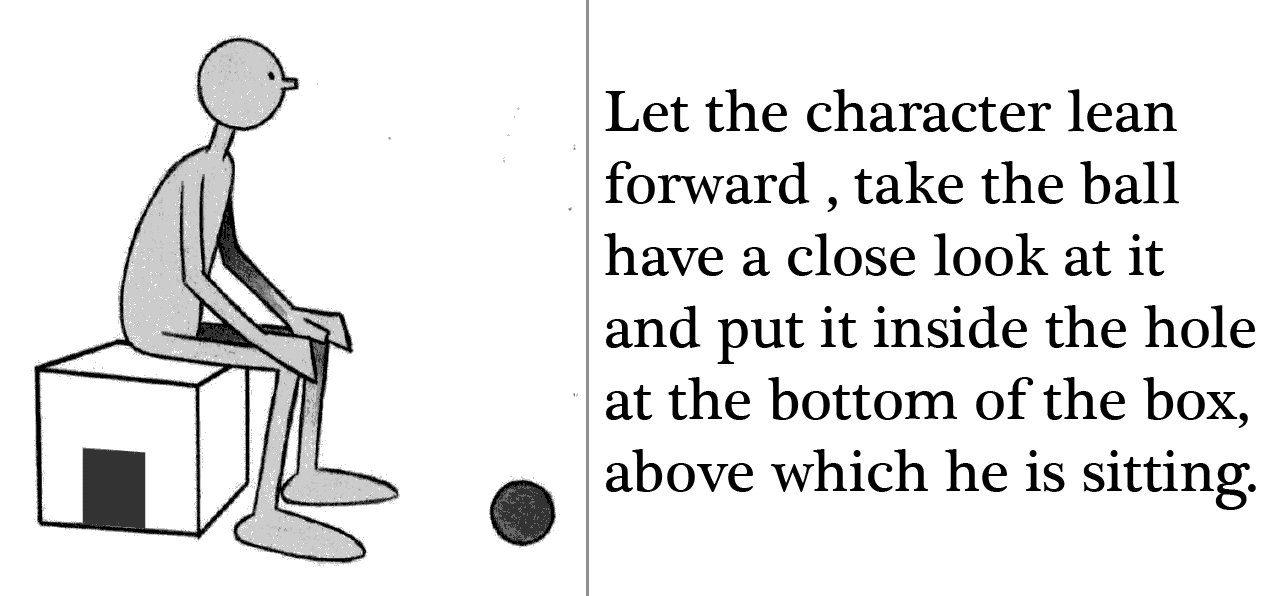
1. Model anyone of the given blue print with proper topology.
2. Rig the given character properly. The Rig must have Finger Attributes,

IK Controls, Foot and Shoulder controls.

1. Animate anyone of the given Storyboard.



**OR**

** (1 x 80 = 80)**

**19101454**  **Reg. No………………….……...**

**Name……………………………**

**B.A. DEGREE (C.B.C.S) EXAMINATION, OCTOBER 2019**

**Fifth Semester**

B A Animation & Graphic Design

**ADVANCED 3 D ANIMATION TECHNIQUES**

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

**Answer any ONE from the following questions**

1. Create a cartoon character with correct mesh flow using the reference images. Produce 2 camera angles for output.
2. Model the given body part with all details. Make two camera angle outputs for valuation.
3. Rig the given character with all possible controls and attributes. Submit the work file for evaluation.
4. Animate the given story line using the supplied rig. Play blast your work for submission.

**(1 x 80 = 80)**