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**School of Computing Science and Engineering****B.TECH CSE with specialization in Gaming Technology****Semester End Examination - Nov 2023****Duration : 180 Minutes****Max Marks : 100****Sem VII - CSGG4700 - Animation Algorithm and Techniques**General Instructions*Answer to the specific question asked**Draw neat, labelled diagrams wherever necessary**Approved data hand books are allowed subject to verification by the Invigilator*

- 1) List the primary types of animation techniques K1 (2)
- 2) Illustrate the impact of keyframes on the animation workflow. K2 (4)
- 3) Illustrate a character walk cycle using inverse kinematics. K2 (6)
- 4) Construct the animation of a character performing a parkour stunt. K3 (9)
- 5) Build a stop-motion animation using physical objects. K3 (9)
- 6) Explain the use of color and lighting to create atmosphere in an animation. K5 (10)
- 7) Examine a stop-motion animation using clay figures. K4 (12)
- 8) Explain the principle of Rendering Techniques in Animation with an example. K5 (15)
- 9) Explain the Rendering techniques used in different animation studios. K5 (15)
- 10) Explain an interactive animation in which different materials like water, fire, cloth etc. are animated with suitable Examples. K6 (18)