

B.A. ANIMATION & GRAPHIC DESIGN

Semester VI
(CBCSS)

Model Questions & Question Bank

B.A. ANIMATION & GRAPHIC DESIGN

Semester VI

Paper 6 – 1 – 3D ANIMATION II (Practical Examination)

Question Bank

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.
2. Create the model according to the blue print given in the file Model.doc. Show the application of UV mapping technique.
3. Create a realistic model of a four legged Character and apply texture to the model. Render at least 3 camera angles which should show the details.
4. Design an alien model and apply suitable texture to it. Show the application of UV mapping technique.
5. Create at least five ray traced models, give realistic texture, light up and render the models with suitable technologies.
6. Design an exterior scene and render it with Global illumination.
7. Design an exterior scene and apply render effects to the scene.
8. Design an interior scene and render it with radiosity solutions.
9. Design and render a scene with morning and evening light. Produce 2 separate files to the difference in lighting.
10. Create a two legged stick character and apply bone structure to the model . Animate a walk cycle with the model. Also produce at least 3 poses and render it in JPEG file format.
11. Create a four legged stick character's walk cycle.
12. Create a two legged stick character's run cycle.
13. Create a two legged stick character and perform a robotic movement for it.
14. Apply advanced rigging techniques to the given model.

15. Animate a non-living object by giving human movements to it. Show the application of function curves for the animation.
16. Animate the given model according to a story board given in the file SB.doc.
17. Show the application of animation principles like weight, balance, anticipation, and exaggeration with the model.
18. Create an exterior scene and simulate the rain effect with particles. Render the particles separately and perform the compositing procedure with 3D studio.
19. Design a study room. Show the cloth movements for the curtain. Create any object animation with Dynamics.
20. Create outer atmosphere and show the explosion of a satellite. Use compositing techniques for more reality.

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Paper 6 – 1 – 3D ANIMATION II (Practical Examination)

Model Question 1

Time: 5 Hrs.

Total Weight: 25

Answer any One from the following questions.

1. Design the interior of the given scene. Give realistic materials and textures. Simulate day light using Global Illumination technique preferably with mental ray. Render at least 3 camera angles for final output.
2. Create a rig for the given character. Give suitable material. Animate the character with props like ball or skate board to get a final output of maximum 30 seconds movie.
3. With character studio's features, animate the given character using mo-cap files. Create a final output of maximum 30 seconds.
4. Model a character using the given blue prints. Perform a facial expression animation for the character. Use low polygon for modeling.

(1 × 25 = 25)

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Paper 6 – 1 – 3D ANIMATION II (Practical Examination)

Model Question 2

Time: 5 Hrs.

Total Weight: 25

Answer any One from the following questions.

1. Model a boy with jeans and t-shirt. Apply suitable skin texture to the mesh. Render at least 3 camera angles which should show the details.
2. Create at least five ray traced models used in a restaurant, give realistic texture, light up and render the models with suitable technologies.
3. Create a two legged stick character and apply bone structure to the model . Animate a walk cycle with the model. Also produce at least 3 poses and render it in JPEG file format.
4. Animate a non-living object by giving human movements to it. Show the application of function curves for the animation.

(1 × 25 = 25)

B.A. ANIMATION & GRAPHIC DESIGN**Semester VI****Paper 6 – 2 – ANIMATION STUDIO III****Project Evaluation Scheme**

Animation studio part III Exam is the evaluation of the final project done by the students within the given time period. The subject of the project will be provided by the faculty. Working closely with the professor, students should go through the following stages:-

1. Development of concept, script and story board.
2. Development of character.
3. Planning the animation using exposure sheets, Timing and Spacing.
4. Creating the final finished output.

The weightage of marks will be as following:-

Story development	- 5
Visualization	- 5
Animation & Graphic design	- 10
Viva	- 5

Total Weight	- 25

The duration of animation should be 1 minute. The students will have to make a presentation of the project on the day of project evaluation. The project will be evaluated by a group of internal and external examiners.

Sample subjects:

1. Develop an animation short by creating the concepts, developing the character, script and story board.
2. Develop an animation short using the exposure sheet consisting four legged.
3. Develop an animation short consisting of a rocket launch with exposure sheet and story board.

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Paper 6- 3 – INTERACTION DESIGN II (Practical Examination)

Question Bank

1. Show a product and explain each part as interactive. Give a flash output. Details and Images are given in the folder “Q1”.
2. Create an interactive flash based CD-ROM for an Arts school. Detailed information is given in the folder Q2.
3. How we can make a good interactive presentation. Explained with example.
4. Role of interactive media in educational field, explained various aspects.
5. What is a flow chart, explain the role of flow chart in interactive design
6. Create an Interactive brochure for an engineering college in Cochin. You can choose appropriate screen size and details are given in the folder “Q6”
7. Make an interactive environment for explain new launched “Maruti K series engine” Detailed are given in the folder Q7
8. Create an interactive presentation for a children’s education program about Space Science. Details are given in the folder Q8.

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Paper 6- 3 – INTERACTION DESIGN II (Practical Examination)

Model Question 1

Time: 5hrs

Total Weight: 25

SECTION-A

Answer any one of the following

1. Design a flowchart and storyboard of an interactive presentation for a bank's various financial product .details are given in the folder Q1.
2. Write the process of creating an interactive presentation.

Weight: 12.5

SECTION-B

Answer any one of the following

3. Create an interactive presentation for a children's education program about wild life. Details are given in the folder Q3. Use director or flash.
4. Create a CD Rom for Kerala Forest Department regarding 'forests in Kerala'. Use provided images and movie clips. Use green tint in design, use Flash for authoring. Details given in folder Q4.

Weight: 12.5

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Paper 6- 3 – INTERACTION DESIGN II (Practical Examination)

Model Question 2

Time: 5hrs

Total Weight: 25

SECTION-A

Answer any one of the following

1. Design an interactive application for a tourist resort. The screen size should be 600×500 . Use Flash or Director, details are given in the folder Q1.
2. Create an interactive CD Rom product using multimedia possibility for Design Company. Details are given in the folder Q2.

$(2 \times 12.5 = 25)$

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Paper 6- 4 – ANIMATION PROJECT

Project Evaluation Scheme

Students develop an innovative body of work making use of the skills and knowledge acquired during the previous courses. This guided project culminates in a final presentation accompanied by a written component. Working closely with the professor, students define specific production goals to explore or complete an animation project of their choosing. Emphasis is on the conceptual, aesthetic and technical processes. Students are encouraged to share their specific areas of expertise while producing individually directed projects.

During the Project every student should go through the following stages:

1. Story development and story board creation.
2. Visualization of characters.
3. Selecting suitable medium. ie, 2D,3D, Traditional techniques or combining the whole.
4. Leica reel creation.
5. Prop modeling and character modeling.
6. Character animation.
7. Special effect creation.
8. Rendering.
9. Editing.
10. Sound mixing

The weightage of marks will be as following:-

Story development	- 5
Visualization and Leica reel creation	- 5
Design and Animation & Graphic Design	- 10
Viva	- 5

Total	- 25

After completing the above stages, students should submit the project for evaluation along with written materials. The duration animation should be minimum 3 minutes.

The students will have to make a presentation of the project on the day of project evaluation.

The project will be evaluated by a group of external and internal examiners.

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Paper 6 - 5 – GRAPHIC DESIGN PROJECT

Project Evaluation Scheme

Final Project in Graphic Design

Students can choose a project in print and interactive media in consultation with the faculty in charge. The scope and methodology of the project should be detailed out before starting work. The students will present their progress in two stages before the final presentation. The project ends with a final presentation. The project ends with a final presentation along with a written component (Project report). The project will be evaluated by a team of internal & external examiners on the basis of quality output, timelines, quality of presentation, design methodology & amount of work.

The weightage of marks will be as following:-

Content Development	-	5
Layout and flow chart	-	5
Visualization	-	10
Viva	-	5

Total	-	25

The students will have to make a presentation of the project on the day of project evaluation. The project will be evaluated by a group of internal and external examiners.

Sample projects

1. For a newly formed college specializing in media, design a logo, brochure, website, posters, interactive CD, and pamphlets. The student is to collect and create all necessary information (images, text content, movie clips, animation clips, etc.)

The student is also to submit a report detailing the complete process of making this project including the preliminary ideas, sketches, flow charts, references, and other necessary information.

2. A particular company is launching a new product. Design brochures, posters, pamphlets and also a website and interactive CD for the launch of the product. The student is to create all the necessary information needed to build the project.

The student is also to submit a report detailing the complete process of making this project including the preliminary ideas, sketches, flow charts, references, and other necessary information.