

Dr.S.N.S. Rajalakshmi College of Arts and Science(Autonomous), Coimbatore-49

Question Bank

Subject Code: 21UCG801 **Subject Name:** Discipline Centric Elective - 1: 2D and 3D Animation

Programme B.Sc. (GCD)

Section -A

- 1 . State the Graphic, Button and Movie Clip Symbols (CO: I) (BL: I)
- 2 . Label in Diagram the Basic factors affecting the illusion of motion (CO: I) (BL: I)
- 3 . Recall about Impact of digital techniques (CO: I) (BL: I)
- 4 . Explain about the Prevailing file format standards.(CO: I) (BL: I)
- 5 . Interpret the Basic geometric transformations (CO: I) (BL: II)
- 6 . Infer with an example for Object stroke attributes (CO: I) (BL: II)
- 7 . Summarize the principles of Animation. (CO: I) (BL: II)
- 8 . Indicate Straight Ahead Action (CO: I) (BL: II)
- 9 . Apply Action Motion Tweens with Examples (CO: I) (BL: III)
- 10 . Demonstrate the Basic types in frame animation Graphics (CO: I) (BL: III)
- 11 . Sketch about Libraries used in Digital 2D Animation (CO: I) (BL: III)
- 12 . Analyze the Instances Digital 2D Animation orientation (CO: I) (BL: IV)
- 13 . Point out digital techniques on the craft of film and video animation (CO: I) (BL: IV)
- 14 . Experiment the different Shading techniques Features specific to the program in use of animation (CO: I) (BL: IV)
- 15 . Identify the Straight-ahead animation (CO: II) (BL: I)
- 16 . Examine the Key frames animation (CO: II) (BL: I)
- 17 . Tell about Motion paths (CO: II) (BL: I)
- 18 . Memorize Intertwining options (CO: II) (BL: I)
- 19 . Summarize Default setting and user preferences (CO: II) (BL: II)
- 20 . Indicate the commands palettes (CO: II) (BL: II)
- 21 . Demonstrate about the Looping and palindrome motion (CO: II) (BL: II)
- 22 . Express the Intertwining options in 2D Animation (CO: II) (BL: II)
- 23 . Construct the 2D animation application software (CO: II) (BL: III)
- 24 . Experiment about Import formats in 2D Animations (CO: II) (BL: III)
- 25 . Sketch about the timeline window feature in 2D Animations (CO: II) (BL: III)
- 26 . Connect the Media-selection tools and techniques (CO: II) (BL: IV)
- 27 . Infer about 2D animation frame-sequencing features (CO: II) (BL: IV)
- 28 . Explain about the Import and export formats in 2D Animations (CO: II) (BL: IV)
- 29 . Match the functionality concepts of time (CO: III) (BL: I)
- 30 . Label about Hardware requirements of 3D Studio Max (CO: III) (BL: I)
- 31 . Quote about Software requirements of 3D Studio Max (CO: III) (BL: I)
- 32 . Examine about the Label Accessing features in the shelf area of 3D Studio Max (CO: III) (BL: I)
- 33 . Develop about command panel of 3D Studio Max (CO: III) (BL: II)
- 34 . Discuss the purpose of command panel in 3D Studio Max(CO: III) (BL: II)
- 35 . Estimate the function of Living in a 3D world (CO: III) (BL: II)
- 36 . Indicate the use of 3D studio max properties (CO: III) (BL: II)
- 37 . Relate the Max Interface in 3D Studio Max (CO: III) (BL: III)
- 38 . Experiment about the user interface tools (CO: III) (BL: III)
- 39 . Sketch out the uses of 3D Studio Max (CO: III) (BL: III)

- 40 . Connect the needs of the user interface tools.? (CO: III) (BL: IV)
- 41 . Infer about the building vertical edges and faces in 3D Studio Max (CO: III) (BL: IV)
- 42 . Point out the Accessing commands in the menu bar (CO: III) (BL: IV)
- 43 . Reproduce Concepts of time in Animation (CO: IV) (BL: I)
- 44 . Examine about Getting Started with the Animation in 3D Max Studio (CO: IV) (BL: I)
- 45 . Tabulate the users Controllers to Animate (CO: IV) (BL: I)
- 46 . Memorize the Track View to Animate (CO: IV) (BL: I)
- 47 . Indicate the uses of Dummy Objects (CO: IV) (BL: II)
- 48 . Infer about the Mastering Material Editor (CO: IV) (BL: II)
- 49 . Associate about the 3D Max Studio Animation Tool and 2D Animation Tool (CO: IV) (BL: II)
- 50 . Relate the Map Types and Raytrace Materials (CO: IV) (BL: II)
- 51 . Demonstrate about the Building Compound Materials (CO: IV) (BL: III)
- 52 . Paint about the Character Studio (CO: IV) (BL: III)
- 53 . Apply the concept of Desk Top Publishing (CO: IV) (BL: III)
- 54 . Categorize about the Materials Features In R3 Camera Mapping (CO: IV) (BL: IV)
- 55 . Classify the Working Principles with the 3D Max Studio Animation Tool (CO: IV) (BL: IV)
- 56 . Break down about the Multi-Media Technology (CO: IV) (BL: IV)
- 57 . Tabulate about the Color Model (CO: V) (BL: I)
- 58 . Name the labels for Exploring the Color and Light Tools in 3D Max Studio (CO: V) (BL: I)
- 59 . Enumerate about the keys in Rendering Tools (CO: V) (BL: I)
- 60 . Quote the uses of Compositing Video Clips (CO: V) (BL: I)
- 61 . Predict the Compositing Reflections of a Mirror with another Image (CO: V) (BL: II)
- 62 . Outline about the Video Post (CO: V) (BL: II)
- 63 . Explain about the Light Parameters 3D Max Studio (CO: V) (BL: II)
- 64 . Express Simulating Light And Color In 2D Animation. (CO: V) (BL: II)
- 65 . Experiment tha common ways of Network Rendering concept (CO: V) (BL: III)
- 66 . Prepare the diagram for Render Effects Dialog Box (CO: V) (BL: III)
- 67 . Apply Image Filters Editing Video Clips (CO: V) (BL: III)
- 68 . Categorize about the Characteristics features of Video Clips (CO: V) (BL: IV)
- 69 . Discriminate the Compositing Reflections (CO: V) (BL: IV)
- 70 . Compositing about the Video Clips (CO: V) (BL: IV)

Section -B

1. Match out the types of examples for Squash and Stretch principles of animation (CO: I) (BL: I)
2. Relate the difference between the Straight Ahead and Pose to Pose Animation (CO: I) (BL: I)
3. State the Follow Through and Overlapping Action Animation principles (CO: I) (BL: I)
4. Paraphrase about the Exaggeration and Solid Drawing with an example (CO: I) (BL: I)
5. Illustrate the future trends of computer animation application in the visual arts(CO: I) (BL: II)
6. Contrast about the Illusions of visual motion: How are they used in nature, design and art? (CO: I) (BL: II)
7. Recall about the Adobe Animate Graphic Clips Vs Movie clip (CO: I) (BL: II)

8. Express the Animated Short Film using Animaker App tools (CO: I) (BL: II)
9. Experiment the Objects fill attributes (CO: I) (BL: III)
10. Show the Impact of digital techniques on the craft of film and video animation (CO: I) (BL: III)
11. List the important features of animation principles (CO: I) (BL: III)
12. Point out the types of animation (CO: I) (BL: IV)
13. Classify the Skills that are required for the Good Animator (CO: I) (BL: IV)
14. Order the role of motion capture technology in modern animation and its impact on traditional key frame animation techniques.(CO: I) (BL: IV)
15. Tabulate the Types of Key frames animation Interpolations (CO: II) (BL: I)
16. Show the Add Key frames in Adobe After effects (CO: II) (BL: I)
17. Examine about the Adding Key frames in Adobe Animate. (CO: II) (BL: I)
18. Discover the features of adding Key frames in Adobe Character Animator (CO: II) (BL: I)
19. Explain about the Adding Motion paths properties (CO: II) (BL: II)
20. Express about the Types of Key frames animation Interpolations (CO: II) (BL: II)
21. Infer about the key concepts of Complementary points of viewpoints in Transformation (CO: II) (BL: II)
22. Indicate the Types of Transformation used for animation (CO: II) (BL: II)
23. Experiment the use of transformation which produces a mirror image of an object. (CO: II) (BL: III)
24. Use the process of changing the angle of the object in 2D Animation (CO: II) (BL: III)
25. Manipulate the kind of transformation which changes the shape of object (CO: II) (BL: III)
26. Identify the steps to be followed for Creating the intertwined objects (CO: II) (BL: IV)
27. Connect the functionality of Set Code Editor preferences (CO: II) (BL: IV)
28. Survey the key concepts of Setting out the Script Files preferences and Set Compiler preferences (CO: II) (BL: IV)
29. List out the difference between 2D and 3D animation. (CO: III) (BL: I)
30. Tell about the Attributes of Three Dimensional Shapes (CO: III) (BL: I)
31. Define the functionality of Accessing features in the shelf area. (CO: III) (BL: I)
32. Identify about the benefits of 3D animation (CO: III) (BL: I)
33. Illustrate the 3D Coordinate axis Max Studio (CO: III) (BL: II)
34. Outline the functions of Objects of 3D Animation Objects Components (CO: III) (BL: II)
35. Outline the techniques do you use in toolbar provides quick access to tools and dialogs for many of the most common tasks in 3D Max.(CO: III) (BL: II)
36. Contrast about the functions common to both menu systems (CO: III) (BL: II)
37. Experiment about the Global menu search (CO: III) (BL: III)
38. Relate the command panel comprises six user-interface panels that give you access to most of the modeling features of 3D Max Studio (CO: III) (BL: III)
39. Demonstrate about working principles of the Viewport Label Menus (CO: III) (BL: III)
40. Separate the applications Procedures to change an interface element color (CO: III) (BL: IV)
41. Priorities the perspective and orthographic viewport controls (CO: III) (BL: IV)
42. Categories the characteristics Procedures to make a viewport active (CO: III) (BL: IV)
43. Recall about the Viewport Navigation Controls for 3D Max and Maya (CO: IV) (BL: I)

44. How do you utilize the 3D Max Animation Tool for animation (CO: IV) (BL: I)
45. Recognize the characteristics of getting Start the Animation In Max (CO: IV) (BL: I)
46. Examine about the Dummy Object (CO: IV) (BL: I)
47. Compare the functioning of the any two types of desktop publishing software (CO: IV) (BL: II)
48. Describe about the Computer Graphics Shading Techniques (CO: IV) (BL: II)
49. Summarize the Specific features required for rendering settings to an animation (CO: IV) (BL: II)
50. Discuss about the memory with its types (CO: IV) (BL: II)
51. Sketch about the uses of Creating Mat or Shadow Material for an animation (CO: IV) (BL: III)
52. Construct the Use of Track View used for an Animation (CO: IV) (BL: III)
53. Paint about the new materials features in R3 Camera (CO: IV) (BL: III)
54. Point out the Importing Objects From 3D Studio Max (CO: IV) (BL: IV)
55. Distinguish the key primary concepts that are requires for the 3D Max Studio (CO: IV) (BL: IV)
56. Survey about the Rendering with Mental Ray (CO: IV) (BL: IV)
57. Tell about how to make lights follow on object (CO: V) (BL: I)
58. Discover the ways to increase the animate light intensity (CO: V) (BL: I)
59. Locate the key features of the Color Look-Up Table. (CO: V) (BL: I)
60. Match out the types of Color Model. (CO: V) (BL: I)
61. Predict the concepts of Rendering the Animation (CO: V) (BL: II)
62. Discuss about the 3D Max Real-time Rendering Software (CO: V) (BL: II)
63. Summarize about the Post Production in animation .(CO: V) (BL: II)
64. Classify the different types Video Post (CO: V) (BL: II)
65. Model the diagram of different types of compositing (CO: V) (BL: III)
66. Apply the concepts of Editing Video Clips (CO: V) (BL: III)
67. Relate the purpose of Compositing Reflections of a Mirror (CO: V) (BL: III)
68. Point out the Render Animation dialog box used for animation (CO: V) (BL: IV)
69. Describe about the important features of 3D Light Types (CO: V) (BL: IV)
70. Analyze the term that are required for choosing Image Filters (CO: V) (BL: IV)

Section -C

- 1 . Recall the12 principles of Animation (CO: I) (BL: I)
- 2 . Discuss the trends of computer animation application in the visual arts (CO: I) (BL: II)
- 3 . Organize about the 2D Geometric Transformation (CO: I) (BL: III)
- 4 . Experiment how do you maintain consistent timing and spacing in traditional 2D animation and computer-generated 3D animation(CO: I) (BL: III)
- 5 . Model the techniques used for procedural animation different from keyframe animation, and when do you consider using each method in a project? (CO: I) (BL: III)
- 6 . How do the 12 Principles of Animation apply to 3D animation, and can you illustrate an example where disregarding these principles led to a poor animation result? (CO: I) (BL: IV)
- 7 . Categorize the order of secondary action in animation and how it enhances the primary action. (CO: I) (BL: IV)
- 8 . Examine with an example of a complex technical issue you faced while working on an animation project and how you resolved it (CO: I) (BL: IV)
- 9 . Examine the Classification of 2D animation frame (CO: II) (BL: I)

- 10 . Classify the characteristics of the Looping and palindrome motion .(CO: II) (BL: I)
- 11 . Relate brief about Tools and commands palettes in 2D animations (CO: II) (BL: III)
- 12 . Develop the glimpse of the tools animators (CO: II) (BL: III)
- 13 . Discover the Layer Coloring and Pinning concepts used for animation (CO: II) (BL: III)
- 14 . Analyze the Function of Onion skinning with an suitable example (CO: II) (BL: IV)
- 15 . Simplify the key points for Customizing the Timeline View (CO: II) (BL: IV)
- 16 . Explain the types of digital assets (CO: II) (BL: IV)
- 17 . Build the vertical edges and faces in 3D MaX Studio. (CO: III) (BL: I)
- 18 . Illustrate the Accessing features in the shelf area of 3D MaX Studio. (CO: III) (BL: II)
- 19 . Demonstrate user interface tools in 3D MaX Studio. (CO: III) (BL: III)
- 20 . Discover about the common uses of 3D animation day today life (CO: III) (BL: III)
- 21 . Express the concepts of 3D Max Studio for designing an Automobile (CO: III) (BL: III)
- 22 . Categorize the process of applying and adjusting 3DS Max looping animation using key out of range controller (CO: III) (BL: IV)
- 23 . Inspect about the Command panel functions (CO: III) (BL: IV)
- 24 . SSubdivide the concepts of Rendering Methods and Display Speed (CO: III) (BL: IV)
- 25 . Locate about the 3D Max Animation Tool (CO: IV) (BL: I)
- 26 . Briefly explain about Working in Character Studio (CO: IV) (BL: II)
- 27 . Associate Multimedia and Desktop Publishing (CO: IV) (BL: III)
- 28 . CoConstruct 3D Max interface which includes four viewports (CO: IV) (BL: III)
- 29 . Complete about a type of Viewport Navigation Controls(CO: IV) (BL: III)
- 30 . Break down the properties of displaying lighting and shadows in the viewports (CO: IV) (BL: IV)
- 31 . Categorize the Loading viewport background animations (CO: IV) (BL: IV)
- 32 . Survey about the Map Types Raytrace Materials (CO: IV) (BL: IV)
- 33 . Tabulate the Color Look-Up Table for coloring an object in 3D Max Studio (CO: V) (BL: I)
- 34 . Extend about the Lighting features required for an Animation. (CO: V) (BL: II)
- 35 . Explain the Compositing Reflections of a Mirror with another Image (CO: V) (BL: III)
- 36 . Relate the Network Rendering in detail (CO: V) (BL: III)
- 37 . Choose Render Settings option for animation in 3D Max Studio (CO: V) (BL: III)
- 38 . Discover the use of Simulating Light And Color In 2D Animation (CO: V) (BL: IV)
- 39 . Simplify the Post Production and Compositing stages of animation (CO: V) (BL: IV)
- 40 . Explain in detail about the Maps and Mapping Coordinates (CO: V) (BL: I)