



**C20-AMT-AMG-502**

**7677**

**BOARD DIPLOMA EXAMINATION, (C-20)  
OCTOBER/NOVEMBER—2023**

**DAMT/AMG - FIFTH SEMESTER EXAMINATION**

**3D RIGGING AND CHARACTER ANIMATION**

*Time : 3 Hours ]*

*[ Total Marks : 80*

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**PART—A**

**3×10=30**

- Instructions :** (1) Answer **all** questions.  
(2) Each question carries **three** marks.  
(3) Answers should be brief and straight to the point and shall not exceed five simple sentences.

1. Define rig structure.
2. State the use of LK handler and spine handler.
3. State the use of wrap, cluster.
4. List various lip sync controls.
5. State the need of Maya 3D animation.
6. How to use driven keys?
7. What is linear character animation?
8. List out the types of infinity.
9. List out animation principles.
10. What is playback adjusting?

**PART—B**

8×5=40

- Instructions :** (1) Answer **all** questions.  
(2) Each question carries **eight** marks.  
(3) Answers should be comprehensive and criterion for valuation is the content but not the length of the answer.

**11.** Explain various types of constraint.

**(OR)**

Explain the procedure of creating robotic skeletons.

**12.** Explain skeleton anatomy.

**(OR)**

Explain paint skin effects.

**13.** Describe about animation preference time sliders.

**(OR)**

Describe character pose setting.

**14.** Explain the process of creating number of cycles.

**(OR)**

Explain the working with animation shots.

**15.** Explain the act and animation techniques.

**(OR)**

Explain the listing the words (using vowels).

**PART—C**

10×1=10

- Instructions :** (1) Answer the following question.  
(2) The question carries **ten** marks.  
(3) Answer should be comprehensive and the criterion for valuation is the content but not the length of the answer.

- 16.** With the help of animation techniques, describe a cartoon character with any four poses.

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