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| **University of Kerala** | | |
| Discipline: COMPUTER SCIENCE/Computer Application |  | Time: 1 Hour (60 Mins) |
| Course Code: UK1MDCCSC104/ UK1MDCCAP104 |  | Total Marks: 28 |
| Course Title: 1. UK1MDCCSC104: Animation Using Blender  2. UK1MDCCAP104: Introduction to Animation |  |  |
| Type of Course: MDC |  |  |
| Semester: 1 |  |  |
| Academic Level: 100-199 |  |  |
| Total Credit: 3, Theory: 2 Credit, Practical: 1 Credit |  |  |

Part A. 4 Marks. Time: 5 Minutes

Objective Type. 1 Mark Each. Answer All Questions

(Cognitive Level: Remember/Understand)

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| **Qn.**  **No.** | **Question** | **Cognitive**  **Level** | **Course**  **Outcome (CO)** |
| 1. | Name any two Animation Softwares. | Remember | CO1 |
| 2. | Define Commercial software. | Remember | CO1 |
| 3. | What is Mesh modelling? | Remember | CO3 |
| 4. | What do you mean by Rigging? | Understand | CO4 |

Part B. 8 Marks. Time: 15 Minutes

Short Answer. 2 Marks Each. Answer All Questions

(Cognitive Level: Understand/Apply)

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| **Qn.**  **No.** | **Question** | **Cognitive**  **Level** | **Course**  **Outcome (CO)** |
| 5. | List the Applications of Blender in the modern world. | Understand | CO1 |
| 6. | What do you mean by Modifier in Blender? | Understand | CO2 |
| 7. | List the steps to perform Modelling. | Remember | CO3 |
| 8. | Describe the importance of Character Rigging | Understand | CO4 |

Part C. 16 Marks. Time: 40 Minutes

Long Answer. 4 Marks Each. Answer all 4 Questions, choosing among options within each question.

(Cognitive Level: Understand).

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| **Qn.**  **No.** | **Question** | **Cognitive**  **Level** | **Course**  **Outcome (CO)** |
| 9. | (a) Illustrate the steps involved in creating and modifying objects in Blender.  Or  (b) Discuss the use of Interface Elements in Blender. | Understand | CO2 |
| 10. | (a) Compare Commercial Software and Open-Source Software.  Or  (b) Differentiate between different types of Editors. | Understand | CO1 |
| 11. | (a) Summarize Cartoon Giraffe Modelling.  Or  (b) Discuss about Mesh Modelling Tools. | Understand | CO3 |
| 12. | (a) Discuss the steps for creating and Testing Lights.  Or  (b) Explain the process of Unwrapping and Painting. | Understand | CO4 |

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| **Cognitive Level** | | **Marks** | **Percentage** | | |  | **Course Outcomes** | | **Marks** | **Percentage** |
| Remember | | 5 | 17.85 | | |  | CO 1,2,3 | | 5 | 17.85 |
| Understand | | 23 | 82.15 | | |  | CO 1,2,3,4 | | 23 | 82.15 |
| Apply | | 0 | 0 | | |  | CO 1,4 | | 0 | 0 |
|  |  | | |  |  | | |
| **TOTAL** | | **28** | **100.0** | | |  | **TOTAL** | | **28** | **100** |