Universiti Tun Hussein Onn Malaysia

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION
SEMESTER II
SESSION 2022/2023

COURSE NAME	:	COMPUTER ANIMATION
COURSE CODE	:	BIM 20703
PROGRAMME CODE	:	BIM
EXAMINATION DATE	:	JULY/ AUGUST 2023
DURATION	:	3 HOURS
INSTRUCTION	:	1. ANSWER **ALL** QUESTIONS. 2. THIS FINAL EXAMINATION IS CONDUCTED VIA **CLOSED BOOK**. 3. STUDENTS ARE **PROHIBITED** TO CONSULT THEIR OWN MATERIAL OR ANY EXTERNAL RESOURCES DURING THE FINAL EXAMINATION CONDUCTED VIA CLOSED BOOK.

THIS QUESTION PAPER CONSISTS OF **FOUR (4)** PAGES

Q1 Questions **Q1(a) - Q1(d)** are based on **Figure Q1**.

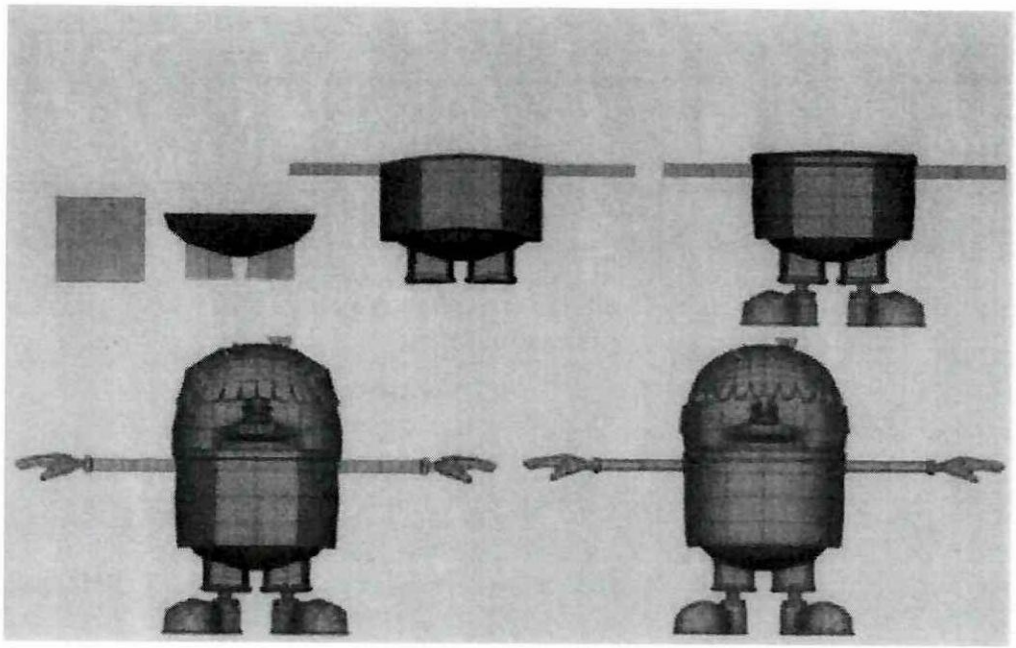

Figure Q1

(a) Explain the meaning of Box Modeling in **Figure Q1**.

(5 marks)

(b) Discuss **TWO (2)** Box Modeling advantages based on examples in **Figure Q1**.

(8 marks)

(c) Sketch **ONE (1)** non-human character using Box Modeling technique.

(5 marks)

(d) Explain **TWO (2)** differences between Box Modeling and Boolean Modeling techniques.

(8 marks)

Q2 Questions **Q2(a) - Q2(c)** are based on **Figure Q2**.

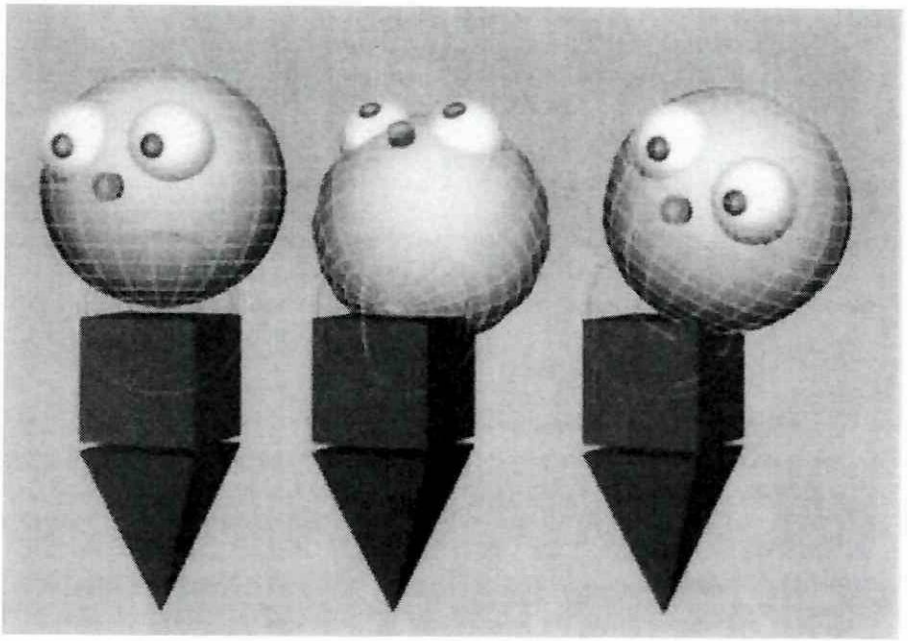

Figure Q2

(a) Propose **THREE (3)** types of skeleton joints appropriate for character articulation in **Figure Q2.**

(9 marks)

(b) Illustrate **TWO (2)** new character models if Lattuce Deformer is assigned to the character in **Figure Q2**.

(10 marks)

(c) Discuss **THREE (3)** animation techniques appropriate for the character in **Figure Q2**.

(9 marks)

Q3 Questions **Q3(a) - Q3(c)** are based on **Figure Q3**.

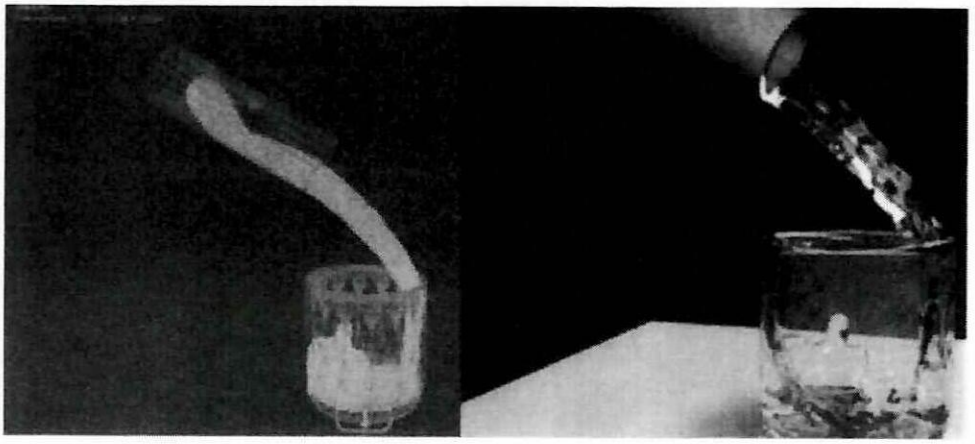

Figure Q3

(a) Explain the meaning of particle simulation in **Figure Q3**.

(5 marks)

(b) Identify **FIVE (5)** basic workflow to create and control the particle systems in **Figure Q3**.

(15 marks)

(c) Draw **ONE (1)** storyboard to render the particle animation in **Figure Q3** using Three-Point Lighting technique.

(7 marks)

- END OF QUESTIONS –