



**UNIVERSITI TUN HUSSEIN ONN  
MALAYSIA**

**FINAL EXAMINATION  
SEMESTER II  
SESSION 2021/2022**

COURSE NAME : COMPUTER ANIMATION  
COURSE CODE : BIM 20703  
PROGRAMME CODE : BIM  
EXAMINATION DATE : JULY 2022  
DURATION : 3 HOURS  
INSTRUCTION  
1. ANSWER **ALL** QUESTIONS  
2. THIS FINAL EXAMINATION IS  
AN **ONLINE** ASSESMENT AND  
CONDUCTED VIA **OPEN BOOK**.

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

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

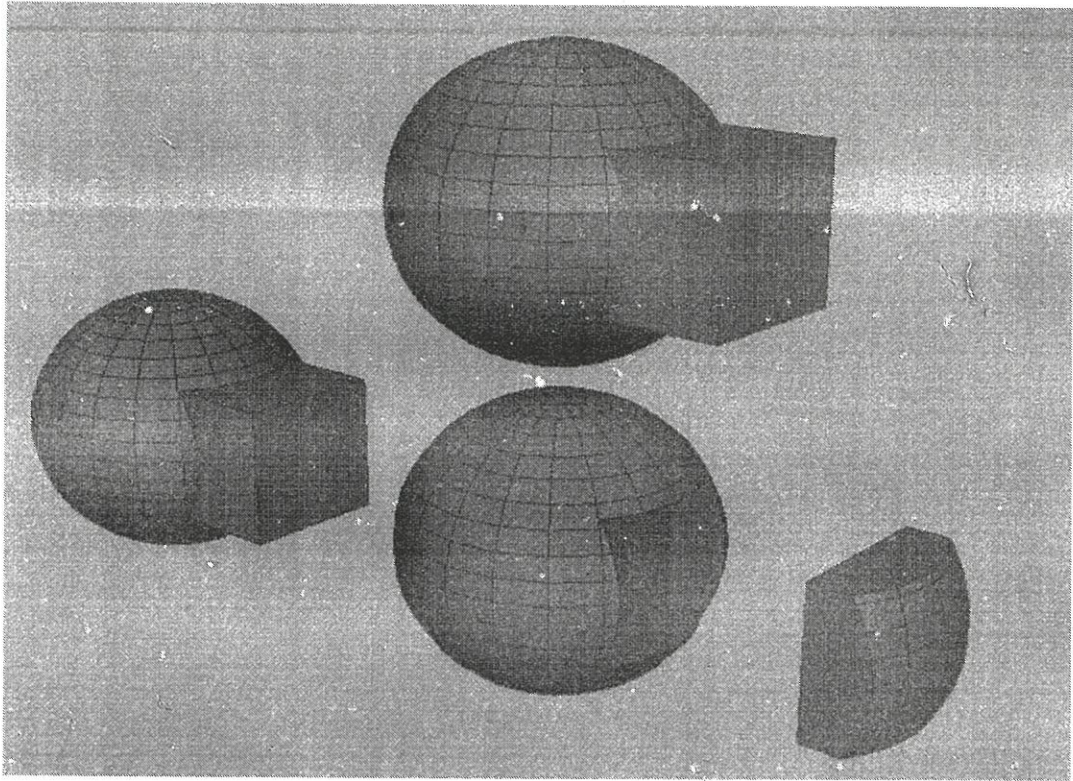


Figure Q1

- (a) Discuss the concept of Boolean Modeling as shown in **Figure Q1**.  
(5 marks)
- (b) Explain **THREE (3)** Boolean Modeling functions based on examples in **Figure Q1**.  
(9 marks)
- (c) Illustrate **ONE (1)** human character using all Boolean Modeling functions in **Q1(b)**.  
(6 marks)
- (d) Explain **TWO (2)** differences between From-Scratch Modeling and Primitive Modeling techniques.  
(8 marks)

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

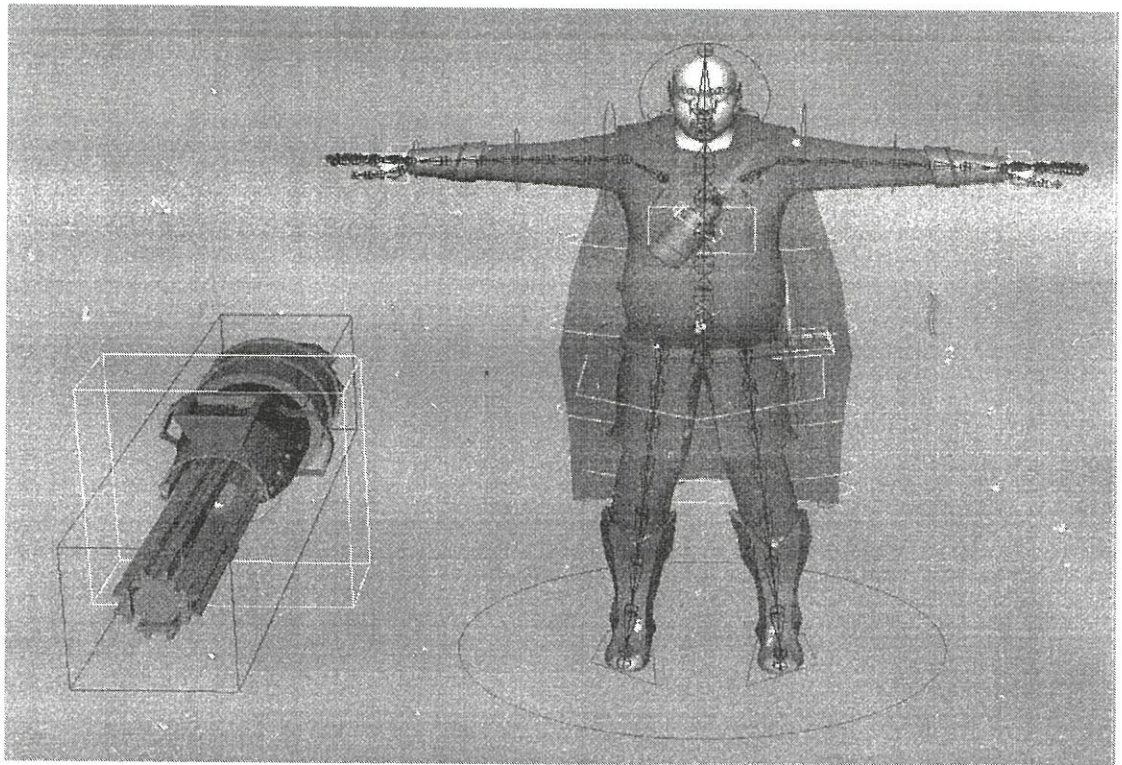


Figure Q2

- (a) Identify **THREE (3)** types of skeleton joints suitable for character articulation in **Figure Q2** (9 marks)
- (b) Draw **TWO (2)** new character models if Lattice Deformer is applied to the character in **Figure Q2**. (8 marks)
- (c) Suggest **THREE (3)** animation techniques appropriate for the character in **Figure Q2**. (9 marks)

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

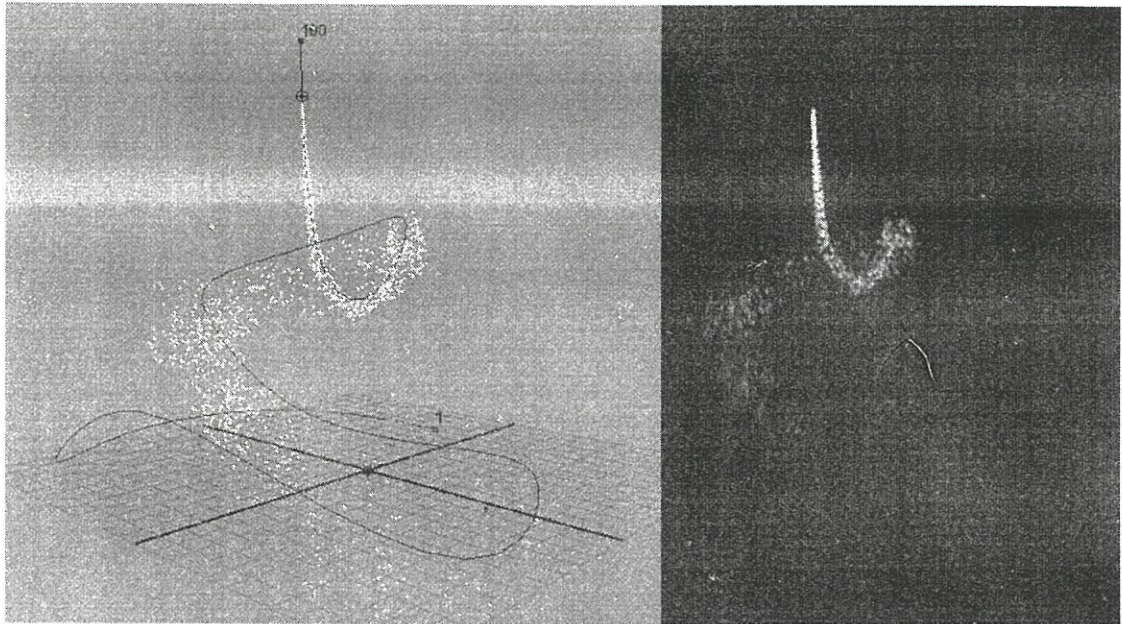


Figure Q3

- (a) List **FIVE (5)** examples of particle simulation in **Figure Q3**.  
(5 marks)
- (b) Discuss **FOUR (4)** basic workflow for creating and controlling particle systems in **Figure Q3**.  
(16 marks)
- (c) Sketch **ONE (1)** storyboard if Three-Point Lighting technique is used to render the particle animation in **Figure Q3**.  
(5 marks)

- END OF QUESTIONS -

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