Course No: MUL 4317 Course Title: 2D Computer Animation Date: 26/11/2014 No. of Questions: (04) Time: 1hours Using Calculator (YES)



Midterm Exam 2014/2015 Total Grade: 20 Marks Instructor Name: Dr. Ibrahim Tabash Student No.: \_\_\_\_\_\_ Student Name: \_\_\_\_\_\_ College Name: \_\_\_\_\_\_ Dep. / Specialist: \_\_\_\_\_ Using Dictionary (No)

## Q1)

What are the differences between conventional animation and computer animation?

## Q2)

List of all main 2D animation principles

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In the following triangle, prove that  $b^2 = a^2 + c^2 - 2ac \cos \beta$ 



## Q4)

Consider the two balls  $B_1$  and  $B_2$ , ball  $B_1$  is stationary and ball  $B_2$  is moving with velocity vector  $\vec{v}$ ; they have collided as shown the figure and we want to move  $B_2$ back to the point of impact. Let  $\delta$  be the sum of ball's radii, so that the point of impact is when their centers are distance  $\delta$  apart. If  $B_1$  is at position  $\vec{p_1}$  and  $B_2$  is at position  $\vec{p_2}$ , let  $\vec{c} = \vec{p_1} - \vec{p_2}$  be the vector from the center of the  $B_2$  to the center of  $B_1$ . Let  $\theta$  the angle between  $-\vec{v}$  and  $\vec{c}$ .

Find *d* ? The distance that  $B_2$  has to travel in direction  $-\vec{v}$  to the point of impact.



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