

Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021)

Course Name - --Animation Film Making - I

Course Code - MMM201

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Answer all the questions. Each question carry one mark.

9. 1.A most basic skill a person requires to be an Animator _____.

Mark only one oval.

- Writing
- Drawing.
- Flip book creation.
- None of these

10. 2.What is the name of popular software used for creating 2D Animation _____

Mark only one oval.

- Photo shop.
- Corel Draw.
- Animate.
- Page Maker

11. 3.The resolution of the screen is given in terms of

Mark only one oval.

- Inches
- Dots
- Cord
- Pixels

12. 4.The types of computer animation are

Mark only one oval.

- 2D computer animation
- 3D computer animation
- 2D computer animation & 3D computer animation
- None of these

13. 5.The term animation has its roots in the Latin word animare, meaning

Mark only one oval.

- "to give breath to."
- bring an inanimate object (or virtual object) to life.
- Soul or spirit
- "to give life to"

14. 6.Thaumatrope introduced in the year of_____.

Mark only one oval.

- 1824
- 1930
- 1829
- 1826

15. 7.Phenakistoscope introduced in the year of_____.

Mark only one oval.

- 1824
- 1830
- 1829
- 1826

16. 8.Cut Out Animation introduced in the year of_____.

Mark only one oval.

1849

1868

1829

1968

17. 9.Puppet Animation introduced in the year of_____.

Mark only one oval.

1988

1868

1829

1968

18. 10.2D introduced in the year of_____.

Mark only one oval.

1990

1868

1829

1968

19. 11.The full form of 2D is _____.

Mark only one oval.

- Two dimensional
- Two direction
- Two director
- Two definition

20. 12.Meaning is "magic created through turning" or, more concisely, "magic disc"

Mark only one oval.

- Thaumatrope
- Phenakistoscope
- Zoetrope
- Flip-book

21. 13.Who is developed Phenakistoscope?

Mark only one oval.

- Joseph Plateau and Simon von Stampfer.
- Mosy.
- Roger Bacon
- Leonardo da Vinci

22. 14.This device as it came to be known, was often constructed of a disc with around a dozen similar images drawn around the disc,creating a looping animation when viewed.

Mark only one oval.

- Thaumatrope
 Phenakistoscope
 Zoetrope
 Flip-book

23. 15.The term animation has its roots in the _____word Animare.

Mark only one oval.

- Latin
 Greek
 French
 English

24. 16.Animation is the process of _____ which are integrated in the multimedia and gaming products.

Mark only one oval.

- Designing, drawing, making layouts and preparation of photographic sequences
 Modeling,Lighting,texturing
 Video capturing,editing and compositing
 None of these

25. 17.The _____ consisted of a two-sided card with a different image on each side hanging below two strings that could be wound up.

Mark only one oval.

- Thaumatrope
 Phenakistoscope
 Zoetrope
 Flip-book

26. 18.Who is the inventor of Zoetrope?

Mark only one oval.

- Joseph Plateau and Simon von Â Stampfer.
 William George Horne
 Roger Bacon
 None of these

27. 19.A person who creates animations is called _____.

Mark only one oval.

- Compositor
 Editor
 Painter
 Animator

28. 20.Why Animation?

Mark only one oval.

- to create something we can't easily see otherwise.
- for entertainment
- to create something we can't easily see otherwise & for entertainment
- None of these

29. 21.Clay Animation introduced in the year of_____.

Mark only one oval.

- 1990
- 1994
- 1897
- 1995

30. 22.3D AnimationÂ introduced in the year of_____.

Mark only one oval.

- 1990
- 1994
- 1993
- 1972

31. 23. With this two-disc setup, the viewer would look through the slits in the first disc at the drawings on the second disc.

Mark only one oval.

- Æ Thaumatrope
- Phenakistoscope
- Zoetrope
- Flip-book

32. 24. This device can be created with one disc or two discs.

Mark only one oval.

- Æ Thaumatrope
- Phenakistoscope
- Zoetrope
- Flip-book

33. 25. The _____ used a cylinder with around 16 slits cut into it inside of which a series of drawings on a strip of paper could be mounted.

Mark only one oval.

- Æ Thaumatrope
- Phenakistoscope
- Zoetrope
- Flip-book

34. 26.The audio recording is also called _____.

Mark only one oval.

- Voice recording
- Dialogue
- Dubbing
- None of these

35. 27.The animatic, also known as _____.

Mark only one oval.

- Leica reel
- Screenplay
- Slug line
- None of these

36. 28.A secondary action...

Mark only one oval.

- Is the second thing to happen in your animation
- Is too hard and should be avoided
- Adds to the main action or movement, giving it more life
- Adds to the main action or movement, making it less realistic

37. 29. _____ is used to prepare the audience for an action, and to make the action appear more realistic.

Mark only one oval.

- Anticipation
- Straight Ahead Action
- Follow Through
- Secondary Action

38. 30. It gives the extreme expression or extreme action.

Mark only one oval.

- Exaggeration
- Appeal
- Anticipation
- Slow In and Slow Out

39. 31. What is Staging?

Mark only one oval.

- Its purpose is to drag the audience's attention, and make it clear what is of greatest importance in a scene.
- It means drawing out a scene frame by frame from beginning to end.
- It is used to prepare the audience for an action
- None of these

40. 32. For this reason, animation looks more realistic if it has more drawings near the beginning and end of an action, emphasizing the extreme poses, and fewer in the middle.

Mark only one oval.

- Slow In and Slow Out
- Follow Through
- Overlapping Action
- Pose to Pose

41. 33. _____ involves starting with drawing a few key frames, and then filling in the intervals later.

Mark only one oval.

- Pose to pose
- Straight ahead action
- Slow In and Slow Out
- Follow Through

42. 34. _____ is used to prepare the audience for an action, and to make the action appear more realistic.

Mark only one oval.

- Anticipation
- Straight ahead action
- Pose to pose
- Staging

43. 35. _____ means drawing out a scene frame by frame from beginning to end.

Mark only one oval.

- pose to pose
- Straight ahead action
- Slow In and Slow Out
- Follow Through

44. 36. _____ creates a more fluid, dynamic illusion of movement, and is better for producing realistic action sequences.

Mark only one oval.

- Pose to pose
- Straight ahead action
- Slow In and Slow Out
- Follow Through

45. 37. _____ the purpose of which is to give a sense of weight and flexibility to drawn objects.

Mark only one oval.

- Squash and stretch
- Straight ahead action
- Appeal
- Follow Through

46. 38. Adding _____ to the main action gives a scene more life, and can help to support the main action.

Mark only one oval.

- Secondary actions
- Squash and stretch
- Follow Through
- Appeal

47. 39. _____ can be applied to simple objects, like a bouncing ball, or more complex constructions, like the human face when he or she gives expression or delivering dialogue.

Mark only one oval.

- Squash and stretch
- Straight ahead action
- Appeal
- Follow Through

48. 40. _____ is 2D Animation Software.

Mark only one oval.

- Max.
- Corel Draw.
- Adobe Animate.
- Page Maker.

49. 41.File format of Adobe Animate _____.

Mark only one oval.

- .ai
- .fla
- .swf
- None of these

50. 42._____ allow you to make objects move in a more random or non-straight path.

Mark only one oval.

- Mask
- Shape tween
- Classical Guided layer
- None of these

51. 43.This is used to change an object from a circle to a square.

Mark only one oval.

- Mask
- Shape tween
- Motion tween
- Morphing

52. 44.The _____ shows the frames in the movie.

Mark only one oval.

- Toolbar
- Properties pane
- Timeline
- Scene

53. 45.The _____ panel contains the basic tools needed to draw and modify objects.

Mark only one oval.

- Actions
- Properties
- Tools
- Layers

54. 46.A key frame that contains objects will be represented by a _____ circle.

Mark only one oval.

- Hollow
- Black
- Blue
- Gray

55. 47.What are the diamonds on the Timeline called _____?

Mark only one oval.

- Stopwatches.
- Key frame
- None of these
- Key points

56. 48.By default frame rate of Adobe Animate software_____

Mark only one oval.

- 12
- 24
- 8
- 25

57. 49.Who developed Adobe Animate_____?

Mark only one oval.

- Adobe System incorporated
- Toon boom
- Sony creative software.
- Autodesk

58. 50. _____ is a way to partially hide an image in the layer immediately below another layer. The 2 layers get locked together to produce the effect.

Mark only one oval.

- Tweening
- Stacking
- Masking
- Morphing

59. 51. _____ is a way to take a word and animate each letter separately.

Mark only one oval.

- Apply tween
- Break apart
- Frame-by-frame
- Convert to symbol

60. 52. This is, by far, the most time taking way to create animations.

Mark only one oval.

- Motion Tween
- Mask
- Frame-by-Frame
- Shape Tween

61. 53.The stacking order of viewing objects is decided by the order of the

Mark only one oval.

- Scenes
- Frames
- Layers
- Actions

62. 54.The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.

Mark only one oval.

- Library
- Timeline
- Properties
- Tools panel

63. 55.Shortcut tool for pen tool is _____.

Mark only one oval.

- P
- N
- V
- None of these

64. 56.The _____ displays the file youâ€™re working on.

Mark only one oval.

- Document window
- Library window
- Properties window
- None of these

65. 57.Which one is an animate symbol?

Mark only one oval.

- Graphic
- Movie-clip
- Button
- All of these

66. 58.Use _____ to compare the previous and next frames and adjust the objects in the current frame.

Mark only one oval.

- Snapping object
- Onion skinning
- Convert to symbol
- None of these

67. 59.Shortcut for animate library

Mark only one oval.

- F2
- F3
- L
- Ctrl+I

68. 60.Full form of FPS is_____.

Mark only one oval.

- Frames per second
- Frame pixel system
- Frames per system
- None of these

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