



# BRAINWARE UNIVERSITY

Course – Design and Animation

Digital 2D Animation (CDDA202)

(Semester – 2)

LIBRARY  
Brainware University  
Barasat, Kolkata -700125

Time allotted: 1 hr 30 min

Full Marks: 50

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

## Group –A

(Multiple Choice Type Question)

10 x 1 = 10

1. *Choose the correct alternative from the following*
- (i) Which is basically a form of pictorial presentation.
  - a. Photography
  - b. Animations
  - c. Drawing
  - d. Pre-production
- (ii) It refers to simulated motion pictures showing movement of drawn objects.
  - a. Frames Per Second
  - b. SWF
  - c. Motion
  - d. Animation
- (iii) Name of the first animation film.
  - a. Humorous Phases of Funny Faces
  - b. Tom and Jerry
  - c. Mickey Mouse
  - d. How i learnt animations
- (iv) Short films that use stop motion techniques are what type of animation?
  - a. HTML
  - b. Animation
  - c. Frame- based animation
  - d. Frames Per Second
- (v) What is another term to describe vector animation?
  - a. Vector
  - b. Scenes
  - c. Frames Per Second
  - d. Path animation
- (vi) Which type of animation uses still frames with a graphic that slightly changes position?
  - a. Frame- based animation
  - b. Path animation
  - c. Motion
  - d. None of the above

- (vii) What type of animation is best for creating a flat appearance?
- a. 2D Animation
  - b. 3D Animation
  - c. SWF
  - d. None of the above
- (viii) What is the best type of animation to use for a Web-based project that requires a small file size, quick loading and no pixilation?
- a. Vector
  - b. SWF
  - c. Motion
  - d. None of the above
- (ix) Dave is animating a ball moving with slight changes on each frame. What type of animation is being used?
- a. Distribute to frame
  - b. Frame-based animation
  - c. Frame to layers
  - d. None of the above
- (x) What are the elements on the Timeline?
- a. Key frame
  - b. Button
  - c. Symbol
  - d. Script

### Group – B

(Short Answer Type Questions)

5 x 2 = 10

Answer the following

2. Define Keyframe in animation.
3. What is the function of timeline in Adobe Animate software?

### Group – C

(Long Answer Type Questions)

2 x 15 = 30

Answer the following

- |    |     |   |    |
|----|-----|---|----|
| 4. | (a) | Explain the classical animation                           | 15 |
| 5. | (a) | Explain the role of symbol in an Animation. .             | 8  |
|    | (b) | Discuss about different types of layer used in Animation. | 7  |

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