



BRAINWARE UNIVERSITY

Course –BAMW

2D Animation (BMW301)

(Semester –3)

Time allotted: 3 Hours

Full Marks : 70

[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 Questions)

10x 1= 10

1. *Choose the correct alternative from the following*

- (i) A most basic skill a person requires to be an Animator _____.
- | | |
|------------------------|----------------------|
| a. Writing | b. Drawing. |
| c. Flip book creation. | d. None of the above |
- (ii) _____ is 2D Animation Software.
- | | |
|-------------|----------------|
| a. Max. | b. Corel Draw. |
| c. Animate. | d. Page Maker. |
- (iii) File format of Adobe Animate _____.
- | | |
|---------|----------------------|
| a. .ai | b. .fla |
| c. .swf | d. none of the above |
- (iv) _____ allow you to make objects move in a more random or non-straight path.
- | | |
|-----------------|-----------------|
| a. Mask | b. Shape tween |
| c. Guided layer | d. None of them |
- (v) _____ is used to change an object from a circle to a square.
- | | |
|-----------------|----------------|
| a. Mask | b. Shape tween |
| c. Motion tween | d. Morphing |

- (vi) A secondary action...
- | | |
|---|--|
| a. Is the second thing to happen in your animation | b. Is too hard and should be avoided |
| c. Adds to the main action or movement, giving it more life | d. Adds to the main action or movement, making it less realistic |
- (vii) What is the name of popular software for creating 2D Animation?
- | | |
|----------------|----------------|
| a. Photo shop. | b. Corel Draw. |
| c. Animate. | d. Page Maker |
- (viii) The _____ shows the frames in the movie.
- | | |
|-------------|--------------------|
| a. Toolbar | b. Properties pane |
| c. Timeline | d. Scene |
- (ix) The _____ panel contains the basic tools needed to draw and modify objects.
- | | |
|------------|---------------|
| a. Actions | b. Properties |
| c. Tools | d. Layers |
- (x) A key frame that contains objects will be represented by a _____ circle.
- | | |
|-----------|----------|
| a. Hollow | b. Black |
| c. Blue | d. Gray |

Group – B

(Short Answer Type Questions)

3 x 5= 15

Answer any *three* from the following

- | | |
|--|-----|
| 2. Explain about Traditional Animation. | [5] |
| 3. What is the function of Timeline? | [5] |
| 4. Discuss on Frame with an example. | [5] |
| 5. Discuss about Group and Ungroup object. | [5] |
| 6. What is the function of 'Guide Layer'? | [5] |

Group – C

(Long Answer Type Questions)

3x15= 45

Answer any *three* from the following

7. Explain in detail about the principles of animation. [15]
8. Compare 2D animation and 3D animation. [15]
9. Explain in detail about different types of Frame. [15]
10. Write notes on Tweened Animation. [15]
11. Differences between Cut-out Animation and Clay Animation. [15]