



## BRAINWARE UNIVERSITY

Library  
Brainware University  
398, Ramkrishnapur Road, Barasat  
Kolkata, West Bengal-700125

**Term End Examination 2024-2025**  
**Programme – B.Sc.(AM)-Hons-2023**  
**Course Name – Aesthetics of 2D Animation**  
**Course Code - BAM37109 (T)**  
**( Semester III )**

**Full Marks : 40**

**Time : 2:0 Hours**

[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)

1 x 10=10

1. Choose the correct alternative from the following :

- (i) Identify the correct option for the term animatic.
  - a) Leica reel
  - b) Screenplay
  - c) Slug line
  - d) None of them
- (ii) Identify the inventor of Zoetrope.
  - a) Joseph Plateau and Simon von Stampfer
  - b) William George Horne
  - c) Roger Bacon
  - d) None of these
- (iii) Identify the world's oldest cartoon character according to Shahr-e Sukhteh- The Bowl.
  - a) Goat
  - b) Mouse
  - c) Lion
  - d) Tiger
- (iv) Identify the person who invented Zoetrope.
  - a) Paul Roget
  - b) Joseph Plateau
  - c) William Wordsworth
  - d) William George Horner
- (v) Recognize the first fully animated film ever made by Émile Cohl.
  - a) Fantasmagorie
  - b) Seven Dwarf
  - c) Steamboat Willie
  - d) Snow White
- (vi) Identify the principle that is used to prepare the audience for an action and to make the action appear more realistic.
  - a) Anticipation
  - b) Straight Ahead Action
  - c) Follow Through
  - d) Secondary Action
- (vii) Recognize principles that demonstrate animating a character jumping off a high ledge and bending their knees upon landing.
  - a) Squash and Stretch
  - b) Secondary Action
  - c) Arcs
  - d) Anticipation
- (viii) Recognize the first stage in the 2D animation production pipeline.
  - a) Compositing
  - b) Storyboarding
  - c) Concept Art
  - d) Animation

(ix) Identify the definition of object-based animation.

- a) Animation focusing on the movement of individual objects rather than characters
- c) Animation that only uses static images

- b) Animation focused on creating realistic human-like movements
- d) Animation that relies on stop-motion techniques

(x) Identify the method is often used to make the animation smoother between two keyframes.

- a) Tweening
- c) Keyframing

- b) Rotoscoping
- d) Rendering

Library  
Brainware University  
398, Ramkrishnapur Road, Barasat  
Kolkata, West Bengal-700125

### Group-B

(Short Answer Type Questions)

3 x 5=15

- 2. Summarize the stages of character design. (3)
- 3. Express the purpose of "tweening" in 2D object-based animation. (3)
- 4. Illustrate the key visual elements used in creating water effects in 2D animation. (3)
- 5. Sketch the flowchart for Techniques of Animation. (3)
- 6. Analyze the importance of the "arc" in character movement. (3)

OR

Analyze the role of kineography in the broader context of the history of animation. (3)

### Group-C

(Long Answer Type Questions)

5 x 3=15

- 7. Distinguish the storyboard from animatic. (5)
- 8. Explain the principle of staging in object-based animation. (5)
- 9. Describe the techniques of animation. (5)

OR

Describe the evolution of early animations on film from their inception to the early 20th century. (5)

\*\*\*\*\*