



Library
Brainware University
398, Ramkrishnapur Road, Barasat
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BRAINWARE UNIVERSITY

Term End Examination 2024-2025

Programme – M.Sc.(AM)-2020/M.Sc.(AM)-2023

Course Name – Animation Film Making II - 2D

Course Code - MMM301A-I/MMM301AI

(Semester III)

Full Marks : 4

Time : 2:30 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 15=15

1. Choose the correct alternative from the following :

- (i) Select the year in which 2D animation was introduced.
 - a) 1968
 - b) 1990
 - c) 1868
 - d) 1829
- (ii) Choose the correct stage, which is the first and most important written stage of any type of film production.
 - a) Comic book
 - b) Storyboard
 - c) Photo Story
 - d) Timeline
- (iii) Identify the correct tools for an actor.
 - a) voice
 - b) body
 - c) imagination
 - d) all of these
- (iv) Identify the proper for Hard or Cut Effects.
 - a) These are individual sounds in sync with the on screen actions
 - b) they set moods, define place and reinforces the visuals without calling attention to the soundtrack
 - c) Performing sound effects live while watching the clips projected in a studio
 - d) Sound created vocally by vocal artists
- (v) Recognize the first step in character-based animation.
 - a) Rigging
 - b) Animation
 - c) Character Design
 - d) Rendering
- (vi) Choose in the phase of post production where special effects are added for final details.
 - a) Animation in-betweenes
 - b) Rough animation
 - c) Visual effects (VFX)
 - d) Storyboarding
- (vii) Select the primary focus of acting in animation.
 - a) Creating realistic movement
 - b) Conveying emotion and personality through the character's actions

- c) Ensuring the animation is smooth and consistent
- d) Following the storyboard exactly
- (viii) Select why Richard Williams highlights the importance of "anticipation" in acting direction?
- a) It delays the main action
- b) It prepares the audience for the upcoming action
- c) It speeds up the animation process
- d) It reduces the need for keyframes
- (ix) Identify the role of timing to create the sound for 2d animation.
- a) It makes the animation faster
- b) It ensures the sound is in sync with the visuals
- c) It allows for louder sound effects
- d) It gives characters more personality
- (x) Select the role of a sound designer in animation.
- a) Animates the characters
- b) Creates and integrates sounds for the animation
- c) Develops visual effects
- d) Writes the script
- (xi) Recognize the mouth shape which is typically corresponds to the "F" and "V" sounds.
- a) Mouth open wide
- b) Teeth touching the lower lip
- c) Lips tightly pursed
- d) Tongue touching the roof of the mouth
- (xii) Identify the key mouth shapes which are necessary for most lip-sync.
- a) 10 to 12
- b) 5 to 7
- c) 20 to 25
- d) 3 to 5
- (xiii) Label the primary purpose of final compositing in 2D animation.
- a) Creating a storyboard
- b) Assembling and enhancing visual elements
- c) Writing the script
- d) Recording audio
- (xiv) Identify the definition of process of combining multiple layers of visual elements.
- a) Rendering
- b) Rigging
- c) Compositing
- d) Rotoscoping
- (xv) Recognize which is essential before rendering the final output in 2D animation.
- a) Frame rate settings
- b) Sound mixing
- c) Storyboarding
- d) Scripting

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Write the basic mouth shapes are commonly used in lip sync. (3)
3. Express the stages of scriptwriting in 2d animation. (3)
4. Explain the primary steps of 2D production. (3)
5. Write the importance of pencil test. (3)
6. Distinguish between Follow through and Secondary Action with example. (3)

OR

- Analyze the significance of squash and stretch in 2D animation. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Demonstrate the role of a Foley artist. (5)
8. Define the significance of understanding the principles of motion and physics when creating 2D SFX. (5)
9. Criticize how lighting and shadows create depth in character movement by compositing. (5)
10. Write how in-betweens play in generating the final output of 2D animation. (5)
11. Describe importance of staging in generating the final output in 2D animation. (5)
12. Differentiate between 2d and 3D. (5)

OR
Analyze the role of sound play in the post-production of 2D animation.

(5)

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