



## BRAINWARE UNIVERSITY

**Term End Examination 2024-2025**  
**Programme – B.Sc.(AM)-Hons-2022**  
**Course Name – 2D Motion Graphics**  
**Course Code - BMMD501A**  
**( Semester V )**

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

**Full Marks : 60**

**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) Recognize the primary purpose of Motion Graphics in Film and Television.
  - a) To create animations
  - b) To enhance storytelling
  - c) To add sound effects
  - d) To edit videos
- (ii) Choose the correct frame rate for most Motion Graphics projects.
  - a) 24 fps
  - b) 30 fps
  - c) 60 fps
  - d) 120 fps
- (iii) Identify what Handling Footages typically involves in Motion Graphics.
  - a) Importing and organizing media
  - b) Editing audio
  - c) Rendering
  - d) Adding special effects
- (iv) Identify what Keyframing technique allows you to do in Motion Graphics.
  - a) Control animation
  - b) Add sound effects
  - c) Edit video
  - d) Export files
- (v) Choose the primary function of masking in 2D Compositing.
  - a) Adjusting audio
  - b) Isolating parts of an image
  - c) Adding 3D models
  - d) Rendering video
- (vi) Select the process that involves combining visual elements from different sources.
  - a) Rotoscoping
  - b) Compositing
  - c) Rendering
  - d) Editing
- (vii) Select the type of media that is typically combined in 2D Compositing.
  - a) Video and images
  - b) Audio and text
  - c) 3D models and lighting
  - d) Text and sound effects
- (viii) Choose the correct purpose of Pre-Composition in 2D Compositing.

- a) Organize complex compositions
- b) Add effects
- c) Import media
- d) Color grading
- (ix) Select the correct use of image stabilization in motion graphics.
  - a) Reduce motion blur
  - b) Smooth out shaky footage
  - c) Adjust color
  - d) Add transitions
- (x) Choose the advantage of using keyframes in animation.
  - a) Automates rendering
  - b) Controls movement over time
  - c) Improves audio quality
  - d) Adds lighting
- (xi) Recognize how Bezier curves enhance the animation process.
  - a) Provide precise control over motion
  - b) Speed up rendering
  - c) Simplify layer management
  - d) Improve color accuracy
- (xii) Choose the best practice for animating native shape layers in After Effects.
  - a) Relying on linear keyframes
  - b) Avoiding Bezier curves
  - c) Using the Graph Editor
  - d) Simplifying shapes
- (xiii) Identify the principle that suggests anticipation before a major movement in animation.
  - a) Exaggeration
  - b) Anticipation
  - c) Follow Through
  - d) Secondary Action
- (xiv) Recognize the benefit of planning transitions between scenes in a motion graphics project.
  - a) Maintains visual continuity
  - b) Increases project duration
  - c) Reduces file size
  - d) Improves audio quality
- (xv) Identify the advantage of creating a detailed project brief during conceptualization.
  - a) Provides clear direction
  - b) Reduces rendering time
  - c) Simplifies audio editing
  - d) Increases file size

### Group-B

(Short Answer Type Questions)

3 x 5=15

- 2. Define motion graphics. (3)
- 3. Describe the use of parallax effects in 2D composition to create depth. (3)
- 4. Explain the purpose of transitions in motion graphics. (3)
- 5. Write the 12 principles of animation and their relevance to motion graphics. (3)
- 6. Analyze the importance of applying graphic design principles to motion graphics. (3)

OR

- Analyze the project conceptualization in the context of motion graphics. (3)

### Group-C

(Long Answer Type Questions)

5 x 6=30

- 7. Explain the role of animation software in the motion graphics workflow and how it integrates with other production tools. (5)
- 8. Define the role of animation in enhancing the visual appeal of 2D compositions within motion graphics. (5)
- 9. Explain the importance of timing and pacing in the animation process of 2D motion graphics. (5)
- 10. Explain the role of keyframes in animation and how they influence the timing and movement of elements. (5)
- 11. Describe cinematic conventions and their role in creating visually compelling animations. (5)
- 12. Write a brief overview of the typical workflow in motion graphics production, from script to screen. (5)

OR

Explain how handling footages effectively can impact the overall quality of a project.

(5)

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