BRAINWARE UNIVERSITY

Term End Examination 2024-2025
Programme – B.Sc.(AM)-Hons-2022
Course Name – 2D Film Making - I
Course Code - BMMD502B
(Semester V)

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 method of animation creates the in -between frames when you create the start and end point of the animation.
  a) motion
  b) classic
  c) shape
  d) tweening

(ii) Identify the following as a common challenge in lip synchronization.
  a) Adding special effects
  b) Matching character expressions
  c) Creating 2D animations
  d) Adjusting the screen resolution

(iii) Choose the basic principle of animation.
  a) arc
  b) timing and spacing
  c) streatch and squash
  d) slow in and slow out

(iv) Identify the first animation show with sound.
  a) Micky mouse
  b) tom and jerry
  c) Steamboat Willie
  d) Bambi

(v)   Choose how many key frames are require for creating for shape-tween.
  a) 1
  b) 2
  c) 3
  d) 4

(vi) Select how many types of slugline used in scripts.
  a) 1
  b) 2
  c) 3
  d) 4

(vii) Select meaning of SWF.
  a) sock wave features
  b) sock wave film
  c) sock wave frames
  d) Sock wave flash

(viii) Select the shortcut key for add key frame.

a) FLA
b) DOC FILE
c) FLV FILE
d) ASF FILE

(ix) Select the tool allows good control for creating iines.

a) power line
b) line tool
c) power tool
d) pen tool

(x) Identify what should be included in a size comparison sheet.

a) Costume design
b) Character height differences
c) Background color choices
d) Dialogue notes

(xi) Choose the element of a storyboard that shows scene action visually.

a) Sound editing
b) Script notes
c) Animatics.
d) Keyframes

(xii) Identify the principle of animation related to building up to major actions.

a) Follow through
b) Anticipation
c) Timing
d) Secondary action

(xiii) Choose the animation principle that adds personality and interest to characters.

a) Appeal
b) Follow through
c) Squash and stretch
d) Timing

(xiv) Identify the stage of storyboarding that prepares the visuals for final animation.

a) Animatics
b) Rough storyboard
c) Final storyboard
d) thumnails

(xv) Identify the key benefit of using animatics in animation production.

a) Testing audio sync
b) Checking scene timing and flow
c) Finalizing background colors
d) layout design

Group-B
(Short Answer Type Questions)
3 x 5=15

2. Describe the function of POV shot in storyboard. (3)
3. Write a short note about staging. (3)
4. Explain the importance in timing and spacing in animation. (3)
5. Write three elements of character development. (3)
6. Discuss center of gravity. (3)

OR

Define the line of action. (3)

Group-C
(Long Answer Type Questions)
5 x 6=30

7. Define the 2d puppet animation process. (5)
8. Define the purpose of timing principle in animation. (5)
9. Analyze the basic elements of a scripts. (5)
10. Define the function of arc. (5)
11. Discuss the role of drawing in 2d animation. (5)
12. Describe the benefits of storyboard. (5)

OR

Explain camera angles in storyboard. (5)