BRAINWARE UNIVERSITY

Term End Examination 2024-2025
Programme – B.Sc.(AM)-Hons-2023
Course Name – Advance 2D Animation
Course Code - BAM47113 (T)
(Semester IV)

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 primary purpose of mime in animation.
  a) To add dialogue to animation
  b) To express emotions without words
  c) To create realistic backgrounds
  d) To improve frame rates

(ii) Name the term used to describe acting through movement without spoken dialogue.
  a) Lip Sync
  b) Mime
  c) Rigging
  d) Tweening

(iii) Select the best way to improve an animator's acting skills.
  a) Studying movement and expressions from real-life observations
  b) Ignoring natural human behavior
  c) Avoiding exaggerated motions
  d) Copying still images without analysis

(iv) Identify a key challenge when posing a rigged character.
  a) Ensuring proper joint rotation
  b) Removing textures
  c) Decreasing frame rate
  d) Avoiding motion blur

(v) Show the correct definition of a pivot point in animation.
  a) A point where an object scales
  b) A reference point for rotation
  c) A tool for color correction
  d) A feature for adding sound effects

(vi) Show the tool used for refining animation curves in 3D software.
  a) Dope Sheet
  b) Timeline
  c) Graph Editor
  d) Shader Manager

(vii) Choose the main purpose of cleanup in rigging.
  a) Adjust joint deformations
  b) Enhance lighting effects
  c) Improve texture resolution
  d) Add background details

(viii) Recognize the type of animation commonly used for effects like smoke and water.
  a) Straight-ahead animation
  b) Pose-to-pose animation
  c) Motion capture
  d) 3D rigging

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(ix) Identify a key disadvantage of straight-ahead animation.

    a) Difficult to maintain proportions   b) Limited motion flexibility

    c) Requires high-quality rigs   d) Ignores timing principles

(x) Select the correct term for a document that helps animators create accurate expressions.

    a) Expression Sheet   b) Storyboard

    c) Script   d) Concept Art

Group-B
(Short Answer Type Questions)

3 x 5=15

2. Write a short note on the different types of sound used in animation. (3)
3. Illustrate the connection between body language and lip synchronization in animation. (3)
4. Select one common gesture used in animation and explain its significance. (3)
5. Illustrate the concept of "line of action" in character posing. (3)
6. Breakdown the process of creating sound effects for animation. (3)

OR

Point out the significance of an expression sheet in character animation. (3)

Group-C
(Long Answer Type Questions)

5 x 3=15

7. Describe the importance of mime in animation and describe how it helps convey emotions. (5)
8. Select any two types of gestures commonly used in animation and discuss their application. (5)
9. Explain the difference between straight-ahead animation and pose-to-pose animation with examples. (5)

OR

Summarize the key principles of staging in animation. (5)

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