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BRAINWARE UNIVERSITY

Term End Examination 2024-2025
Programme – B.Sc.(AM)-Hons-2023
Course Name – Classical Animation
Course Code - BAM47201 (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 animation by selecting the most accurate description.
 - a) A technique for capturing live-action scenes
 - b) The art of creating moving images from static drawings or objects
 - c) A process for recording sound and dialogue
 - d) A method for printing still images
- (ii) Choose the pioneer who revolutionized classical animation.
 - a) Hayao Miyazaki
 - b) Walt Disney
 - c) Chuck Jones
 - d) D) Max Fleischer
- (iii) Select the option that does not describe a classical animation technique.
 - a) Utilizing digital software tools
 - b) Drawing each frame by hand
 - c) C) Capturing live human movement
 - d) D) Recording motion via sensors
- (iv) Identify how animation enhances narrative storytelling in multimedia.
 - a) Through static imagery
 - b) Through exaggerated expressions and dynamic movement
 - c) C) By eliminating dialogue
 - d) D) By focusing solely on photorealism
- (v) Identify the impact of classical animation on global culture.
 - a) Confined storytelling to local traditions
 - b) Introduced universal themes and iconic characters
 - c) C) Reduced the importance of narrative
 - d) D) Focused solely on technological innovation
- (vi) Select the technique used to animate moving backgrounds separately from characters.
 - a) Parallax Scrolling
 - b) Rotoscoping
 - c) Onion Skinning
 - d) Claymation
- (vii) Identify the animation technique that involves photographing real objects frame by frame.
 - a) Stop Motion
 - b) Claymation
 - c) Rotoscoping
 - d) 3D Animation

(viii) Choose the animation method that ensures consistent key poses before adding in-betweens.

- a) Pose-to-Pose
- b) Straight Ahead Action
- c) Arcs
- d) Timing

(ix) Select the best way to refine an unclear silhouette.

- a) Add unnecessary complexity
- b) Reduce visual noise and clarify edges
- c) Increase patterns and textures
- d) Change only the line thickness

(x) Select the most commonly used traditional medium for classical animation.

- a) Watercolors
- b) Clay
- c) Celluloid (Cel) sheets
- d) Vector Graphics

Group-B

(Short Answer Type Questions)

3 x 5=15

- 2. Write about the influence of classical animation shorts on modern animation. (3)
- 3. Define rotoscoping and its use in classical animation. (3)
- 4. Write about an early form of animation and explain it. (3)
- 5. Write about the differences between Western and Eastern animation styles. (3)
- 6. Explain why anticipation is important in character animation. (3)

OR

Explain how timing influences animation quality. (3)

Group-C

(Long Answer Type Questions)

5 x 3=15

- 7. Write about shape language in character design and how it influences audience perception. (5)
- 8. Describe the role of exaggeration in classical animation and provide examples. (5)
- 9. Analyze how visual storytelling techniques contribute to character development in animation. (5)

OR

Analyze the importance of exaggeration in character design and its effect on animation appeal. (5)
