15846

BRAINWARE UNIVERSITY

Term End Examination 2024-2025
Programme – M.Sc.(AM)-2020/M.Sc.(AM)-2023
Course Name – Advanced Animation and CG Production-2d/Advanced Animation and CG Production - 2d
Course Code - MMM402A-I/MMM402AI
(Semester IV)

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) Select the appropriate indicator of the expression of Fear.
a) Upper eyebrows raised as high as possible b) Eyes staring straight ahead
c) Both a and b d) None of them

(ii) Select from the options, a term that describes a sound that originates outside the stage or scene.
a) Diegetic sound b) Non – diegetic sound
c) Off-screen sound d) Narration

(iii) Recognize the software commonly used for advanced audio editing and mixing in animation production.
a) Logic Pro b) Adobe Premiere
c) FL Studio d) Ableton Live

(iv) Recognize the primary benefit of using procedural generation for creating complex sound effects in animation.
a) Realism b) Efficiency
c) Flexibility d) Consistency

(v) Identify the term for the process of synchronizing sound effects with on-screen actions in animation.
a) Foley b) Rigging
c) Morphing d) Cel shading

(vi) Select the method used for creating a realistic sense of scale and distance between objects in a 2D composite.
a) Relative sizing b) Size mapping
c) Scale adjustment d) Z-depth mapping

(vii) Identify the role of deformers in 2D rig-based animation

a) To smooth out rough sketches before animation
b) To modify and bend character parts naturally during movement
c) To control audio synchronization in animation
d) To generate automatic lip-sync for character dialogue

(viii) Point out the technique used to track facial expressions in morphing.
a) Motion capture
b) Rotoscoping
c) Mesh deformation
d) Stop motion

(ix) Choose the best file format for saving morphing animation.
a) JPEG
b) PNG
c) GIF
d) WAV

(x) Point out the factor that affects morphing smoothness.
a) Resolution of images
b) Number of frames
c) Sound quality
d) Image brightness

(xi) Choose the software feature that improves morphing accuracy.
a) Onion skinning
b) Motion tracking
c) Auto keyframing
d) Interpolation

(xii) Choose the primary goal of lip sync in animation.
a) Match lip movements with dialogue
b) Create random mouth shapes
c) Reduce animation workload
d) Increase frame rate

(xiii) Choose the correct term for mouth shapes in lip sync.
a) Frames
b) Phonemes
c) Visemes
d) Keyframes

(xiv) Identify the tool used to analyze dialogue for lip sync.
a) Lip Sync Analyzer
b) Audio Waveform
c) Mesh Deformer
d) Color Grading

(xv) Select the feature that helps in precise lip sync editing.
a) Timeline scrubbing
b) Color correction
c) Texture mapping
d) Motion blur

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

2. Evaluate how we can create the expression of Sorrow. (3)
3. Write some popular examples of Puppet Animation. (3)
4. Explain the use of Armature Layer. (3)
5. Describe the Anthropomorphic traits in Characters used in Animation. (3)
6. Write a short note on Morphing. (3)

OR

Write a short note on Lip Synchronization. (3)

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

7. Explain the difference between an exposure sheet and a dope sheet. (5)
8. Define the set up a rig for a character in 2D animation. (5)
9. Explain how constraints are important in traditional hand-drawn animation. (5)
10. Explain the difference between armature-based rigging and Pivot point-based rigging in 2D animation. (5)
11. Formulate the elements of a face that creates the Facial expressions. (5)
12. Explain the difference between Inverse Kinematics and Forward Kinematics. (5)

OR

Explain the process of applying Constraint on a Joint in Adobe Animate CC. (5)