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Barasat, Kolkata -700126

BRAINWARE UNIVERSITY

Term End Examination 2024-2025
Programme – B.Sc.(AM)-Hons-2022
Course Name – 2D Film Making-II
Course Code - BMMD601B
(Semester VI)

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 following is an example of good staging.
 - a) A character delivering a speech while other characters move randomly
 - b) Using excessive details that distract the viewer
 - c) A close-up of a character's face when they are feeling emotional
 - d) Placing the main subject in the corner of the frame
- (ii) Select the following best describes silhouette staging.
 - a) Ensuring a character's pose is clear even in silhouette form
 - b) Using only dark colors in animation
 - c) Drawing characters only as outlines
 - d) Using multiple characters in one frame
- (iii) Name the following is not one of the 12 Principles of Animation.
 - a) Squash and Stretch
 - b) Anticipation
 - c) Composition
 - d) Timing
- (iv) Select the purpose of Secondary Action in animation.
 - a) It helps emphasize the main action
 - b) It replaces the main action
 - c) It slows down the main movement
 - d) It removes the need for anticipation
- (v) Identify Solid Drawing in animation refers to.
 - a) The ability to animate without keyframes
 - b) The ability to create well-structured characters with depth
 - c) Using only 2D animation without perspective
 - d) A specific type of digital drawing technique
- (vi) Select principle of animation gives objects a sense of weight and flexibility.
 - a) Timing
 - b) Squash and Stretch
 - c) Staging
 - d) Follow Through
- (vii) Identify walk cycle consists of how many main poses.
 - a) 2
 - b) 4
 - c) 5
 - d) 10

- (viii) Choose the recommended frame rate for smooth lip-sync animation.
- a) 12 fps
 - b) 24 fps
 - c) 48 fps
 - d) 60 fps
- (ix) Identify sound is typically represented by rounded lips in animation.
- a) O
 - b) T
 - c) F
 - d) M
- (x) Choose the term "Rule of Thirds" used for staging.
- a) To guide composition and positioning for better focus
 - b) To divide the screen into three equal horizontal sections
 - c) To ensure every shot has exactly three characters
 - d) To create symmetrical designs
- (xi) Select the movement used in animations to create a sense of speed or depth.
- a) Zoom
 - b) Pan
 - c) Parallax Scrolling
 - d) Tilt
- (xii) Select the method used to transition smoothly between background elements.
- a) Dissolve
 - b) Cut
 - c) Match Cut
 - d) Easing
- (xiii) Identify the key element of staging in a scene.
- a) Lighting
 - b) Sound Effects
 - c) Camera Movement
 - d) All of the above
- (xiv) Identify the best way to animate a running character.
- a) Use exaggerated movement
 - b) Make all movements symmetrical
 - c) Ignore weight shifts
 - d) Keep the feet still
- (xv) Choose the best method to animate a character picking up a heavy object.
- a) Use weight shift and timing
 - b) Ignore balance
 - c) Make the movement instant
 - d) Keep all actions the same speed

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Define secondary animation. (3)
3. Discuss the role of camera angle play in staging. (3)
4. Discuss the important of background in animation. (3)
5. Define how secondary animation changes in character animation look and fill. (3)
6. Explain foley sound. (3)

OR

Explain zooming in animation, and how is it used. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Define any 4 principle of animation with example. (5)
8. Discuss the role how the delay action, improve animation quality. (5)
9. Discuss the importance of body language and facial expressions in character animation. (5)
10. Explain common camera movement used in Animation. (5)
11. Write a short note about props design in animation. (5)
12. Explain the role of lip sync in animation and give example. (5)

OR

Expressing emotions through lip-sync in animation. (5)
