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BRAINWARE UNIVERSITY

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Brainware University
398, Ramkrishnapur Road, Barasat
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Term End Examination 2025-2026
Programme – M.Sc.(AM)-2023/M.Sc.(AM)-2024
Course Name – Animation Film Making II - 2D
Course Code - MMM301AI
(Semester III)

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 step where character designing is finalized.
a) Post-production b) Production
c) Pre-production d) Animation stage

(ii) Identify the focus of object-based animation.
a) Human emotion b) Moving inanimate items
c) Lip sync techniques d) 3D rig creation

(iii) Select the primary feature of character-based animation.
a) Motion graphics b) Scriptless movement
c) Personality-driven characters d) Scene transitions

(iv) Identify the likely use of props in object-based animation.
a) Background design b) Story-driving symbolic elements
c) Lip movement support d) Voice over synchronization

(v) Choose the technique commonly found in both animation types.
a) Symbolic acting b) Non-verbal communication
c) Keyframe layering d) All of these

(vi) Select the term that refers to conveying emotion through body movement.
a) Stretch and squash b) Acting
c) Overlapping action d) Model sheet

(vii) Identify the source of acting reference often used in character animation.
a) Storyboard b) Live-action video
c) Soundtrack d) Background art

(viii) Indicate the character trait that enhances believability.
a) Exaggeration b) Motion blur
c) Line weight d) Object volume

(ix) Select the factor that supports effective acting in animation.
a) Motion graphics b) Pose-to-pose planning

c) Background music
d) Thumbnail sketching

(x) Choose the approach to add visual weight to falling debris.

a) Increasing frame rate
b) Overshoot
c) Slow in and slow out
d) Blur lines

(xi) Select the most effective method to align phonemes with mouth shapes.

a) Random timing
b) Visual estimation
c) Audio waveform syncing
d) Color grading

(xii) Choose the best export setting for high-quality final animation.

a) Low bitrate, low resolution
b) High bitrate, lossless codec
c) Compressed audio
d) Uncompressed video without audio

(xiii) Choose the most reliable method to review lip sync accuracy.

a) Play video on mute
b) Watch without timing
c) Match syllables to mouth shapes
d) Listen to background score

(xiv) Identify the most creative way to blend dialogue and visuals.

a) Overlap scenes
b) Match lip sync timing with emphasis
c) Add static mouth shapes
d) Desaturate audio

(xv) Choose the compositing technique that blends visual layers realistically.

a) Disable alpha channel
b) Use additive blending
c) Apply default color
d) Reduce resolution

Group-B

(Short Answer Type Questions) 3 x 5=15

2. Describe the importance of clean-up in the animation pipeline. (3)
3. Express any two facial features that help in expressing emotion non-verbally. (3)
4. Define Keyframe Animation. (3)
5. Analyze how secondary motion affects the believability of lip sync animation. (3)
6. Evaluate the importance of focal points in character-driven animation scenes. (3)

OR

Evaluate how timing and spacing influence the final aesthetic composition of an animated scene. (3)

Group-C

(Long Answer Type Questions) 5 x 6=30

7. Generate timing principles to adjust sound effects in sync with character movement. (5)
8. Explain about exaggerated mouth shapes improve the effectiveness in lip synchronization. (5)
9. Evaluate the final compositing in the animation pipeline. (5)
10. Distinguish between object-based and character-based animation. (5)
11. Explain the importance of the timeline in object-based 2D animation. (5)
12. Analyze the role of silence and pause in animated sound design. (5)

OR

Illustrate Richard Williams' breakdown of phonemes to animate a lip-sync sequence of a 5-word sentence. (5)

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