



## **BRAINWARE UNIVERSITY**

## Term End Examination 2023 Programme – M.Sc.(AM)-2022 Course Name – Animation Film Making - I Course Code - MMM201 ( Semester II )

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 Choose the correct alternative from the following: (i) Select an appropriate option to fill in the blank. Animation is the movement created by rapidly displaying a series of still images. a) Illusion b) Drawing c) Animation d) Video (ii) Select the correct option to fill in the blank. Cut Out Animation first appeared in the year\_ a) 1849 b) 1868 c) 1829 d) 1968 (iii) Select the correct option to fill in the blank. Rigging relates to in 3D Animation. a) Bone Structure b) Wireframe c) Foundation d) Coding (iv) Select the correct option to identify the shader that do not support reflections. a) Phong b) Blinn c) Phong E d) Lambert (v) Select the correct option to fill in the blank. As it became known, this device was made of a disc with a dozen similar images drawn around it, creating a looping animation when viewed. a) Thaumatrope b) Phenakistoscope d) Flip-book c) Zoetrope (vi) Select the correct option to fill in the blank. The \_\_\_\_\_ was made up of a two-sided card with a different image on each side that was suspended beneath two strings that could be wound up. a) Thaumatrope b) Phenakistoscope

	c) Zoetrope	a) FIIP-book	
(vii)	Identify what "stretch and squash" adds to the a	nimation of a bouncing ball.	
(viii)	<ul><li>a) Realistic shadows</li><li>c) A sense of weight and flexibility</li><li>Define Bridge.</li></ul>	<ul><li>b) Smooth transitions between frames</li><li>d) 3D effects on the ball's surface</li></ul>	
(ix)	<ul><li>a) Connect selected edges/edge loops by creating a face between them.</li><li>c) Join multiple objects into a single unit.</li><li>Select the statement that best describes a Boole</li></ul>	<ul><li>b) Connect 2 vertices by cutting an edge across a polygonal surface.</li><li>d) Form divisions between 2 selected po an command from the list below.</li></ul>	
(x)	<ul><li>a) Quadratic</li><li>c) Bridge</li><li>Identify the type of layer that is not exported wit</li></ul>	<ul><li>b) Connect</li><li>d) Union</li><li>h the final output file in Adobe Animate.</li></ul>	
	a) Normal layer c) Classic Motion Guide layer Explain secondary action.	b) Guide layer d) Guide layer and Classic Motion Guide	layer
(xii)	<ul> <li>a) Is the second thing to happen in your animation</li> <li>c) Adds to the main action or movement, giving it more life</li> <li>Choose the correct option that means drawing o to end.</li> </ul>	<ul> <li>b) Is too hard and should be avoided</li> <li>d) Adds to the main action or movemen making it less realistic</li> <li>ut a scene frame by frame from beginning</li> </ul>	
(xiii)	<ul><li>a) pose to pose</li><li>c) Slow In and Slow Out</li><li>Define Staging.</li></ul>	b) Straight ahead action d) Follow Through	
	<ul><li>a) Its purpose is to drag the audience's attention and make it clear what is of greatest importance in a scene.</li><li>c) It is used to prepare the audience for an</li></ul>	<ul><li>b) It means drawing out a scene frame before the from beginning to end.</li><li>d) None of these</li></ul>	oy frame
(xiv)	action Select the name of the panel that contains the baobjects.	asic tools needed to draw and modify	
(xv)	<ul><li>a) Actions</li><li>c) Tools</li><li>Choose the correct option to fill in the blank. The decided by the order of the</li></ul>	b) Properties d) Layers e stacking order of viewing objects is	
	a) Scenes c) Layers	b) Frames d) Actions	
	<b>Grou</b> (Short Answer T	•	3 x 5=15
3. De 4. Ex 5. Ex	efine the Animation concept. Efine Movieclip Symbol. plain Motion tween. plain Squash and Stretch. rite about Polygon Modeiling. OI	R	(3) (3) (3) (3) (3)
W	rite about NURBS Modelling.		(3)

## Group-C

(Long Answer Type Questions)	5 x 6=30		
7. Describe in detail about Paperless animation techniques.	(5)		
8. Give a brief explanation of timelines in Animate CC.	(5)		
9. Explain about Principles of Animation.	(5)		
10. Discuss about application of 3D Animation.	(5)		
11. Explain the concept of Symbols in Adobe Animate CC.	(5)		
12. Explain in detail about "Key frame" and "In between-frame" Animation.	(5)		
OR			
Explain the function of the Mask layer.	(5)		

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