



BRAINWARE UNIVERSITY

Term End Examination 2023

Programme – M.Sc.(AM)-2021

Course Name – Advanced Animation and CG Production-2d

Course Code - MMM402A-I

(Semester IV)

LIBRARY
Brainware University
Barasat, Kolkata -700125

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) State how can we make a joint fixed in Adobe Animate CC.
 - a) using Fixed Joint
 - b) using Freeze Joint
 - c) using Static Joint
 - d) None
 - (ii) Select the contribution of Aleksandr Shiryayev in the field of Animation.
 - a) He created the world's first Digital animation film.
 - b) He created the world's first Cutout animation film.
 - c) He created the world's first Stop motion animation film.
 - d) He created the world's first puppet animation film.
 - (iii) Indicate which of the following is a manual form of Rigged animation.
 - a) Cutout Animation
 - b) Tween Animation
 - c) Stop-Motion Animation
 - d) None of these
 - (iv) Choose an appropriate answer to fill in the blanks. Rigging creates _____.
 - a) Skeletal animation
 - b) Frame by frame animation
 - c) Both a and b
 - d) None of these
 - (v) Indicate which phase of development of the project does Animation stage belong to.
 - a) Designing
 - b) Supporting
 - c) Creating
 - d) Planning
 - (vi) Indicate what is done in the Post Production stage of Animation Project.
 - a) Exporting or rendering out the animation frames.
 - b) Assembling of the elements of Animation.
 - c) Adding of the soundtrack, including sound effects.
 - d) All of these.
 - (vii) Choose which of the following is a stage of Animation Post Production.
 - a) Assembly stage
 - b) Script Writing Stage
 - c) Storyboarding Stage
 - d) None of these

- (viii) Select the year of introduction of Puppet Animation.
 a) 1988
 c) 1829
 b) 1906
 d) 1968
- (ix) Select the year of introduction of 2D Animation.
 a) 1990
 c) 1829
 b) 1908
 d) 1968
- (x) Relate the term 'Rigging' to an appropriate option.
 a) Bone Structure
 c) Muscles
 b) foundation
 d) None of these
- (xi) Select the two basic elements of Digital Skeletal animation.
 a) 2D and 3D
 c) Bones and Joints
 b) Bones and Muscles
 d) None of them
- (xii) Select the acronym of FK.
 a) Following Kinematics
 c) Forward Kinesics
 b) Forward Kinematics
 d) Following Kinesics
- (xiii) Identify the term used to define the area in Adobe Animate CC where we place the visual items for Animation Layout.
 a) Timeline
 c) Canvas
 b) Stage
 d) Artboard
- (xiv) Identify a Visual effects technique which transforms one shape into another in a smooth transition.
 a) Tweening
 c) Wrapping
 b) Morphing
 d) Whip Pan
- (xv) Identify the Post-production technique that brings subject into focus by wrapping in background light.
 a) Tweening
 c) Wrapping
 b) Morphing
 d) Whip Pan

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Define Realistic Cartoon Character. (3)
3. Explain the application of Inverse Kinematics. (3)
4. Write the difference between Parent Joint and Child Joint. (3)
5. Evaluate how we can create the expression of Happiness. (3)
6. Explain Facial Expression. (3)

OR

Analyze various elements of creating Facial Expression. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Evaluate the process of Lip Synchronization. (5)
8. Explain the Animation Post - production processes. (5)
9. Explain the stages of Animation Post Production. (5)
10. Describe Mastering of Sound. (5)
11. Formulate the elements of a face that creates the Facial expressions. (5)
12. Compare between Diegetic sound and Non-diegetic sound. (5)

OR

Assess the use of Foley sound in Animation film. (5)
