



BRAINWARE UNIVERSITY

Term End Examination 2023
Programme – B.Sc.(AM)-Hons-2021
Course Name – 2D Animation-II
Course Code - BMMC401
(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) The abbreviation FPS means . Choose the best response.
- | | |
|---------------------|--------------------|
| a) Frame per second | b) Film per second |
| c) Frame per scene | d) Film per scene |
- (ii) The audio recording is also called _____. Select the correct answer.
- | | |
|--------------------|-----------------|
| a) Voice recording | b) Dialogue |
| c) Dubbing | d) None of them |
- (iii) What is a comic strip and how does it function in showcasing the significant elements of a story? Choose the best response.
- | | |
|----------------|---------------|
| a) Comic book | b) Storyboard |
| c) Photo Story | d) Timeline |
- (iv) Which action allows you to save the object in the library panel for future use? Choose the best response.
- | | |
|----------------------|--------------------|
| a) Exporting | b) Importing |
| c) Convert to symbol | d) Convert to text |
- (v) The _____ is a holding place for all symbols and imported images and sounds within a single Flash file. Select the best response.
- | | |
|---------------|------------------|
| a) Library | b) Timeline |
| c) Properties | d) None of these |
- (vi) What is the name of the programming / scripting language of Animate software? Select the best response.
- | | |
|-----------------|------------------|
| a) Java script | b) MEL script |
| c) Pytho script | d) Action script |
- (vii) The type of graphics creates animated shapes using mathematical formulas. Determine the right response.
- | | |
|-----------|-----------|
| a) Vector | b) Pixel |
| c) Shape | d) Raster |

- (viii) This symbol is a collection of frames used in animations or single frame mode. Determine the right response.
- a) Graphic
 b) Movie clip
 c) Button
 d) Raster
- (ix) As an animator you must be able to create _____. Select the best response.
- a) believable movements
 b) unrealistic movements
 c) random movements
 d) none of these
- (x) _____ is used to prepare the audience for an action, and to make the action appear more realistic. Choose the best response.
- a) Anticipation
 b) Straight ahead action
 c) Pose to pose
 d) Staging
- (xi) It gives the extreme expression or extreme action. Identify the correct answer.
- a) Exaggeration
 b) Squash and stretch
 c) Straight ahead action
 d) Appeal
- (xii) What is rigging in 2D animation? Identify the correct answer.
- a) The process of creating a 3D model
 b) The process of creating a 2D model
 c) The process of creating a skeleton for a 2D character
 d) The process of creating a texture map for a 2D character
- (xiii) What is a bone in 2D animation rigging? Choose the best response.
- a) A structure that supports the entire character
 b) A structure that connects the character to the background
 c) A structure that acts as a pivot point for animation
 d) A structure that defines the shape of the character
- (xiv) What method of animation creates the in-between frames when you create the start and end points of the animation? Select the best response.
- a) Frame by frame
 b) Tween
 c) Stop motion
 d) Cel animation
- (xv) What is Ambient Sound? Select the best response.
- a) These are individual sounds in sync with the on screen actions.
 b) They set moods, define place and reinforces the visuals without calling attention to the soundtrack.
 c) Performing sound effects live while watching the clips projected in a studio.
 d) Sound created vocally by vocal artists.

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Give a short explanation about acting for Actors versus acting for Animators. (3)
3. Discuss Expression with illustration. (3)
4. Discuss why animation principles required. (3)
5. Explain Staging. (3)
6. Write about Tween animation. (3)

OR

Write in short about Slow In and Slow Out. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Explain how important is sound in 2D animation, and what role does it play in enhancing the overall viewer experience. (5)
8. Discuss the role of acting in Animation. Why is acting required for Animation? (5)
9. Explain Body Language. (5)
10. Define Skeletal Animation (5)

- 11. Write a brief idea about Timeline. (5)
- 12. Write what is staging in 2D animation, and how does it contribute to the storytelling and visual aesthetics of an animated scene. (5)

OR

Write the techniques are used to add special effects or visual enhancements to 2D animation during post-production. (5)

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