



BRAINWARE UNIVERSITY

Term End Examination 2023-2024
Programme – M.Sc.(AM)-2022/M.Sc.(AM)-2023
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

1. Choose the correct alternative from the following :

- (i) Select the correct option, a fundamental skill for animators_____.
- | | |
|------------------------|------------------|
| a) Writing | b) Drawing. |
| c) Flip book creation. | d) None of these |
- (ii) Select the name of a popular software used to create 2D animation.
- | | |
|---------------------|----------------|
| a) Adobe Photoshop | b) Corel Draw. |
| c) Adobe Animate CC | d) Page Maker |
- (iii) Select the correct phase where creation of an animation for project development.
- | | |
|--------------|---------------|
| a) Designing | b) Supporting |
| c) Creating | d) Planning |
- (iv) Identify the resolution of the screen is given in terms of _____.
- | | |
|-----------|-----------|
| a) Inches | b) Dots |
| c) Cord | d) Pixels |
- (v) Identify the platform from which Ideas can originate from.
- | | |
|------------|-----------------|
| a) Book | b) Newspaper |
| c) Thought | d) All of these |
- (vi) Select the year when the Phenakistoscope was first introduced.
- | | |
|---------|---------|
| a) 1824 | b) 1830 |
| c) 1829 | d) 1826 |
- (vii) Identify the year when Puppet Animation first appeared.
- | | |
|---------|---------|
| a) 1988 | b) 1868 |
| c) 1829 | d) 1968 |
- (viii) Select the meaning of magic created by turning" or more accurately "magic disc".

- a) Thaumatrope
c) Zoetrope
- b) Phenakistoscope
d) Flip-book
- (ix) Identify the name who developed Phenakistoscope?
a) Joseph Plateau and Simon von Stampfer.
c) Roger Bacon
- b) Mosy.
d) Leonardo da Vinci
- (x) Identify the The term animation derives from the word Animare.
a) Latin
c) French
- b) Greek
d) English
- (xi) Recognize the stage of the animation process where the overall timing and pacing are refined.
a) Polish
c) Cleanup
- b) Blocking
d) Storyboarding
- (xii) Select the term referring to the process of combining multiple rendered layers into a final image in 3D animation.
a) Compositing
c) Previsualization
- b) Rendering
d) Shading
- (xiii) Select the purpose of the timeline panel in 3D animation software.
a) Adjust audio volume
c) Select camera angles
- b) Control playback
d) Apply visual effects
- (xiv) Select the panel that allows users to preview the rendered frames of an animation.
a) Material Editor
c) Preview Panel
- b) Render Settings
d) Timeline Panel
- (xv) Select the panel in 3D animation software used to import and manage 3D assets.
a) Material Editor
c) Render Settings
- b) Asset Browser
d) Transform Controls

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Write about Rigging process. (3)
3. Define the concept of traditional animation. (3)
4. Explain why animation is required? (3)
5. Explain the purpose of the grid and snapping features in the 3D animation interface (3)
6. Write a note on Polygon Modelling. (3)

OR

- Write a note on NURBS Modelling. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Explain the origin of digital animation. (5)
8. Explain the concept of Symbols in Adobe Animate CC. (5)
9. Define the importance of secondary action, and how it's used to add depth, complexity, and nuance to character movements and expressions in animation. (5)
10. Describe are there any shortcuts or hotkeys available to speed up the workflow in the animation (5)
11. Explain Pre production. (5)
12. Explain in detail about "Key frame" and "In between-frame" Animation. (5)

OR
Explain what is action layer in Adobe Animate CC.

(5)
