



45528

**BRAINWARE UNIVERSITY****Term End Examination 2025-2026****Programme – M.Sc.(AM)-2025****Course Name – 2D Animation Film Making-I****Course Code - MMM27504A (T)****(Semester II)**

Library
Brainware University
398, Ramkrishnapur Road, Barasat
Kolkata, West Bengal-700125

Full Marks : 40**Time : 2:0 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 10=10

1. *Choose the correct alternative from the following :*

- (i) Select the earliest form of visual storytelling that shows sequential movement.
 - a) Flip books
 - b) Cave paintings
 - c) Digital animation
 - d) Motion capture
- (ii) Select the device that uses a rotating drum with slits to show animated sequences.
 - a) Thaumatrope
 - b) Flip book
 - c) Zoetrope
 - d) Camera obscura
- (iii) Choose the earliest known entertainment-based animation technique.
 - a) CGI animation
 - b) Shadow puppetry
 - c) Motion capture
 - d) 3D modeling
- (iv) Select the software-based method of creating animated movement.
 - a) Hand sketching
 - b) Digital animation
 - c) Shadow play
 - d) Flip book
- (v) Identify the animation technique that uses physical objects frame by frame.
 - a) Traditional animation
 - b) Digital animation
 - c) Motion graphics
 - d) Stop motion
- (vi) Choose the period known as the "Golden Age of Animation".
 - a) 1910s–1920s
 - b) 1960s–1970s
 - c) 1930s–1950s
 - d) 1990s–2000s
- (vii) Identify the continuing foundation of all animation styles.
 - a) Software tools
 - b) Realism
 - c) Frame-by-frame movement
 - d) High resolution
- (viii) Identify what makes a good rig suitable for animation.
 - a) Flexible and stable controls
 - b) Complex design
 - c) Limited controls
 - d) Heavy textures
- (ix) Select the camera movement that enlarges or reduces the frame size.

- a) Pan
- b) Zoom
- c) Truck
- d) Tilt
- (x) Select the first fully computer-animated feature film.
- a) Shrek
- b) Finding Nemo
- c) Toy Story
- d) Cars

Group-B

(Short Answer Type Questions)

3 x 5=15

- 2. Explain how secondary action enhances animation. (3)
- 3. Explain why the 12 principles of animation are still relevant today. (3)
- 4. Explain why pre-production is called the foundation of animation. (3)
- 5. Explain 2D rigging in animation. (3)
- 6. Explain the role of storyboarding. (3)

OR

Explain perspective in background design. (3)

Group-C

(Long Answer Type Questions)

5 x 3=15

- 7. Describe shadow puppetry as an important early animation technique. (5)
- 8. Explain the need to create a rig for 2D character animation. (5)
- 9. Relate how emotions are expressed through lip sync in animation. (5)

OR

Describe the process of compositing in animation. (5)

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