



BRAINWARE UNIVERSITY

Term End Examination 2025-2026

Programme – M.Sc.(AM)-2024

Course Name – Advanced Animation and CG Production - 2d

Course Code - MMM402AI

(Semester IV)

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 which part of the rig is usually animated by the user.
 - a) Bones
 - b) Controller
 - c) Textures
 - d) Mask
- (ii) Select the setup that helps to create smooth arm movement.
 - a) No constraints
 - b) Proper IK chain
 - c) Extra layers
 - d) High resolution
- (iii) Select which improvement makes a rig easier to animate.
 - a) More layers
 - b) Clear controller names
 - c) Larger file
 - d) More textures
- (iv) Select the most useful system for controlling the feet when animating a walk cycle.
 - a) Masking
 - b) IK
 - c) Coloring
 - d) Rendering
- (v) Select the action that improves the natural flow of motion in a rig.
 - a) Adding more bones
 - b) Applying proper constraints
 - c) Increasing file size
 - d) Duplicating layers
- (vi) Select the element an animator should adjust if the animation feels mechanical.
 - a) Controllers
 - b) Expression
 - c) Timeline spacing
 - d) Both B and C
- (vii) Identify what an animator must focus on to create expressive poses using a rig.
 - a) File name
 - b) Pose clarity
 - c) Export format
 - d) Layer order
- (viii) Identify the most likely cause if the head rotates oddly.
 - a) Wrong pivot point
 - b) Low resolution
 - c) Large canvas
 - d) Sound delay

- (ix) Identify what a flexible and animator-friendly rig should allow.
- a) Only straight poses
 - b) Limited motion
 - c) Expressive posing
 - d) No controls
- (x) Identify the best method to test a character rig before starting the final animation.
- a) Final render
 - b) Sample motion tests
 - c) Background art
 - d) Sound mix
- (xi) Select the best method to make a character blend naturally with a background.
- a) Increase resolution
 - b) Adjust color grading
 - c) Add watermark
 - d) Crop canvas
- (xii) Predict which compositing decision most improves scene realism.
- a) Random effects
 - b) Consistent lighting
 - c) Larger file size
 - d) Extra layers
- (xiii) Select the best solution if character shadows look disconnected.
- a) Increase opacity
 - b) Apply contact shadows
 - c) Change file name
 - d) Add textures
- (xiv) Choose the correct one on why overusing glow effects weakens visual impact.
- a) Increases contrast
 - b) Reduces clarity
 - c) Improves realism
 - d) Saves time
- (xv) Recognize which approach best justifies professional-quality compositing.
- a) Multiple filters
 - b) Visual consistency
 - c) Random overlays
 - d) Maximum layers

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

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Design a compositing technique to enhance fire or glow effects without overpowering the scene. (3)
3. Describe how to synchronize lip movements with music in lip sync projects. (3)
4. Describe the purpose of scripting play in lip sync projects. (3)
5. Define Realistic Cartoon Character. (3)
6. Judge the effectiveness of using depth of field in 2D compositing. (3)

OR

- Evaluate how advanced compositing supports storytelling in animation. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Describe the function of ADR. (5)
8. Describe how facial expressions can be enhanced using morphing techniques. (5)
9. Evaluate the importance of color grading in advanced compositing for animated scenes. (5)
10. Evaluate how lighting effects enhance realism in 2D compositing. (5)
11. Analyze and judge the impact of overusing visual effects in compositing. (5)
12. Judge the need to apply Special Effects on 2D Animation Films. (5)

OR

- Explain Compositing techniques. (5)
