



BRAINWARE UNIVERSITY

Term End Examination 2023-2024

Programme – B.Sc.(AM)-Hons-2021/B.Sc.(AM)-Hons-2022

Course Name – 2D Animation-II/2D Animation–II

Course Code - BMMC401

(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) Identify the correct answer of the following in which the red indicator at the top of the timeline moves as a document plays to indicate the current frame displayed on the stage.
- a) Play head
b) Playback control
c) Onion skinning
d) Timeline
- (ii) Identify the four Stages of button symbol.
- a) UP, Over, Bottom and Hit.
b) UP, Over, Down and Hit.
c) UP, Over, Left and Hit.
d) UP, Over, Right and Hit.
- (iii) Choose the correct option for animation constraint.
- a) A type of camera angle
b) A special type of controller that can help automate the animation process
c) A type of animation technique
d) A sound effect used in animations
- (iv) Recognize the proper function of cel shading in appearance of 2D animated objects.
- a) It adds realistic textures to objects.
b) It gives objects a hand-drawn, flat appearance.
c) It makes objects look 3D.
d) It applies motion blur to objects.
- (v) Recognize the process of matching character movements with the spoken dialogue in animation.
- a) Frame blending
b) Keyframing
c) Lip syncing
d) Morphing
- (vi) Identify the software commonly used for creating sound designs and lip synchronisation in animation.
- a) Adobe Photoshop
b) Final Cut Pro
c) Adobe Animate CC
d) Microsoft Word
- (vii) Identify the common challenge in lip synchronization.
- a) Adding special effects
b) Matching character expressions

- c) Creating 2D animations
 (viii) Identify the principle of animation that involves creating secondary motions to enhance the realism of movement.
- a) Follow-through and overlapping action
 b) Slow in and slow out
 c) Exaggeration
 d) Solid drawing
- (ix) Identify the cartoonist who is known as the father of the animated character.
- a) R.K.Laxman
 b) Émile Cohl
 c) K. Shankar Pillai
 d) Abu Abraham
- (x) Choose the correct job role for a scenarist.
- a) a person who produces one page story ideas for a movie
 b) a person who clean up the frames for a movie
 c) a person who identify the camera angle for a movie
 d) a person who write the script
- (xi) Identify the correct facial expression in which a furrowing of the brow, tensing of the jaw, and a tightening of the mouth, often accompanied by raised eyebrows and narrowed eyes.
- a) Anger
 b) Happy
 c) Fear
 d) Disgust
- (xii) Choose the correct statement for the sad expression.
- a) It typically involves the activation of the muscles around the mouth, cheeks, and eyes, resulting in a smile, raised cheeks, and crinkled eyes.
 b) It typically involves a furrowing of the brow, tensing of the jaw, and a tightening of the mouth
 c) It typically involves the lowering of the corners of the mouth, a furrowing of the brow, and a drooping of the eyelids.
 d) It typically involves the widening of the eyes, the raising of the eyebrows, and the opening of the mouth
- (xiii) Recognize the first fully animated film ever made by Émile Cohl.
- a) Fantasmagorie
 b) Seven Dwarf
 c) Steamboat Willie
 d) Snow White
- (xiv) Identify the name of the mime artist who brought Mime to Paris.
- a) Jean Gaspard Batiste Deburau
 b) Buster Keaton
 c) Charlie Chaplin
 d) Kelly Asbury
- (xv) Choose the correct statement for the fear expression.
- a) It typically involves the activation of the muscles around the mouth, cheeks, and eyes, resulting in a smile, raised cheeks, and crinkled eyes.
 b) It typically involves a furrowing of the brow, tensing of the jaw, and a tightening of the mouth
 c) It typically involves the lowering of the corners of the mouth, a furrowing of the brow, and a drooping of the eyelids.
 d) It typically involves the widening of the eyes, the raising of the eyebrows, and the opening of the mouth

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Explain the concept of bones in 2D rigging and how they are used to create a hierarchical structure for character animation. (3)
3. Explain Pose to pose animation. (3)
4. Discuss acting in Animation. (3)
5. Explain the function of Bone tool. (3)
6. Write the process of exporting animation clips. (3)

OR

Explain the types of tween animation in Adobe Animate CC. (3)

Group-C
(Long Answer Type Questions)

5 x 6=30

7. Explain the concept of forward kinematics (FK) in 2D rigging and how it differs from inverse kinematics(IK). (5)
8. Write about Constraints in Animation. (5)
9. Describe in detail Keyframe animation and In between-frame Animation. (5)
10. Describe Tween in Adobe Animate CC software. (5)
11. Explain the use of exposure sheet in Animation. (5)
12. Explain the concept of composition in 2D animation staging and how it involves arranging characters, props, and backgrounds to create visually pleasing and balanced shots. (5)

OR

Explain how do animators use camera angles and perspectives in 2D animation to convey depth, mood, and storytelling elements, such as point of view and focus. (5)
