



BRAINWARE UNIVERSITY

Term End Examination 2018 - 19

Programme –Bachelor of Arts (Honours) in Multimedia & Web

Course Name – Introduction to Advanced Animation

Course Code – MMW201

(Semester –2)

Time allotted: 3 Hours

Full Marks : 70

[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 Questions)

10 x 1 = 10

1. *Choose the correct alternative from the following:*
 - (i) Which type of animation uses still frames with a graphic that slightly changes position?
 - a. Vector Animation
 - b. Pre-production
 - c. Animation
 - d. Frame-based animation
 - (ii) What are the elements on the Timeline?
 - a. Key frame
 - b. Button
 - c. Script
 - d. Symbol
 - (iii) How to fill a shape in animate?
 - a. Paint bucket
 - b. Ink bucket
 - c. Transform Tool
 - d. Clone Tool
 - (iv) In Maya, the process of creating a sequence of images that will be used to create the final movie file is called.
 - a. Sequencing
 - b. Compositing
 - c. Animating
 - d. Rendering
 - (v) Full view of 3d workspace is called
 - a. Perspective view
 - b. Orthographic view
 - c. Master's View
 - d. None of them
 - (vi) When animating a scene inside Maya, to create a preview for your animation you should:
 - a. Move your mouse over each frame on the timeline
 - b. Set the playback speed of the timeline to be "play every frame"

- c. Create a play blast
- d. Create a rendered image
- (vii) You can constrain an object to _____ node.
 - a. single
 - b. Less than two.
 - c. zero
 - d. more than one
- (viii) This is, by far, the most time taking way to create animation
 - a. Shape Tween
 - b. Motion Tween
 - c. Frame-by-Frame
 - d. Classical Tween
- (ix) In rigging, what does FK Stand for
 - a. Full Kinematics.
 - b. Forward Kinematics.
 - c. Face Kinematics
 - d. Front Kinematics.
- (x) One of the following is not needed to create a fully rigged character
 - a. A geometry
 - b. An IK handle
 - c. A Skeleton
 - d. A Light

Group – B

(Short Answer Type Questions)

3 x 5 = 15

Answer any *three* from the following:

- 2. Explain ‘SWF’ File format. 5
- 3. Discuss about snap keys in maya. 5
- 4. Discuss about Playback environment in animate cc. 5
- 5. What is motion tween? 5
- 6. Discuss about animation layer in maya? 5

Group – C

(Long Answer Type Questions)

3 x 15 = 45

Answer any *three* from the following:

- 7. (a) Discuss about anticipation with proper example. 10
- (b) Discuss about negative and positive sides of straight ahead animation. 5
- 8. (a) What is graph editor discuss about it? 8
- (b) Discuss about Weighted Tangents. 7
- 9. (a) Write a short note on animating constraints. 8
- (b) Discuss about inverse kinematics. 7
- 10. Give a brief account of the evolution in the field of animation from Manual animation to the current industry. 15
- 11. Explain any 3 principles of animation in detail with example. 15