



BRAINWARE UNIVERSITY

Term End Examination 2021 - 22

Programme – Master of Science in Animation & Multimedia

Course Name – Animation Film Making - I

Course Code - MMM201

(Semester II)

Time allotted : 1 Hrs.15 Min.

Full Marks : 60

[The figure in the margin indicates full marks.]

Group-A

(Multiple Choice Type Question)

1 x 60=60

Choose the correct alternative from the following :

- (1) A most basic skill a person requires to be an Animator _____ .

a) Writing	b) Drawing.
c) Flip book creation.	d) None of these
- (2) What is the name of popular software used for creating 2D Animation _____

a) Photo shop.	b) Corel Draw.
c) Animate.	d) Page Maker
- (3) The creation of an Animation is a part of Development of the project. This is the _____ stage of the development.

a) designing	b) supporting
c) creating	d) planning
- (4) The resolution of the screen is given in terms of

a) Inches	b) Dots
c) Cord	d) Pixels
- (5) The types of computer animation are

a) 2D computer animation	b) 3D computer animation
c) 2D computer animation & 3D computer animation	d) None of these
- (6) The term animation has its roots in the Latin word animare, meaning

a) “to give breath to.”	b) bring an in animate object (or virtual object) to life.
c) Soul or sprit	d) “to give life to”
- (7) Thaumatrope introduced in the year of _____ .

- a) Composer
c) Painter
- b) Editor
d) Animator
- (21) Why Animation?
- a) to create something we can't easily see otherwise.
c) to create something we can't easily see otherwise & for entertainment
- b) for entertainment
d) None of these
- (22) Clay Animation introduced in the year of _____.
- a) 1990
c) 1897
- b) 1994
d) 1995
- (23) 3D Animation introduced in the year of _____.
- a) 1990
c) 1993
- b) 1994
d) 1972
- (24) With this two-disc setup, the viewer would look through the slits in the first disc at the drawings on the second disc.
- a) Thaumatrope
c) Zoetrope
- b) Phenakistoscope
d) Flip-book
- (25) This device can be create with one disc or two disc.
- a) Thaumatrope
c) Zoetrope
- b) Phenakistoscope
d) Flip-book
- (26) The _____ used a cylinder with around 16 slits cut into it inside of which a series of drawings on a strip of paper could be mounted.
- a) Thaumatrope
c) Zoetrope
- b) Phenakistoscope
d) Flip-book
- (27) The audio recording is also called _____.
- a) Voice recording
c) Dubbing
- b) Dialogue
d) None of these
- (28) The animatic, also known as _____.
- a) Leica reel
c) Slug line
- b) Screenplay
d) None of these
- (29) A secondary action...
- a) Is the second thing to happen in your animation
c) Adds to the main action or movement, giving it more life
- b) Is too hard and should be avoided
d) Adds to the main action or movement, making it less realistic
- (30) _____ is used to prepare the audience for an action, and to make the action appear more realistic.
- a) Anticipation
c) Follow Through
- b) Straight Ahead Action
d) Secondary Action
- (31) It gives the extreme expression or extreme action.
- a) Exaggeration
c) Anticipation
- b) Appeal
d) Slow In and Slow Out
- (32) What is Staging?

- a) Its purpose is to drag the audience's attention, and make it clear what is of greatest importance in a scene. b) It means drawing out a scene frame by frame from beginning to end.
- c) It is used to prepare the audience for an action d) None of these
- (33) For this reason, animation looks more realistic if it has more drawings near the beginning and end of an action, emphasizing the extreme poses, and fewer in the middle.
- a) Slow In and Slow Out b) Follow Through
- c) Overlapping Action d) Pose to Pose
- (34) _____ involves starting with drawing a few key frames, and then filling in the intervals later.
- a) Pose to pose b) Straight ahead action
- c) Slow In and Slow Out d) Follow Through
- (35) Its purpose is to drag the audience's attention, and make it clear what is of greatest importance in a scene.
- a) Pose to pose b) Straight ahead action
- c) Slow In and Slow Out d) Staging
- (36) _____ is used to prepare the audience for an action, and to make the action appear more realistic.
- a) Anticipation b) Straight ahead action
- c) Pose to pose d) Staging
- (37) _____ means drawing out a scene frame by frame from beginning to end.
- a) pose to pose b) Straight ahead action
- c) Slow In and Slow Out d) Follow Through
- (38) _____ creates a more fluid, dynamic illusion of movement, and is better for producing realistic action sequences.
- a) Pose to pose b) Straight ahead action
- c) Slow In and Slow Out d) Follow Through
- (39) _____ the purpose of which is to give a sense of weight and flexibility to drawn objects.
- a) Squash and stretch b) Straight ahead action
- c) Appeal d) Follow Through
- (40) Adding _____ to the main action gives a scene more life, and can help to support the main action.
- a) Secondary actions b) Squash and stretch
- c) Follow Through d) Appeal
- (41) _____ can be applied to simple objects, like a bouncing ball, or more complex constructions, like the human face when he or she gives expression or delivering dialogue.
- a) Squash and stretch b) Straight ahead action
- c) Appeal d) Follow Through
- (42) _____ is 2D Animation Software.
- a) Max. b) Corel Draw.
- c) Adobe Animate. d) Page Maker.
- (43) File format of Adobe Animate _____.
- a) .ai b) .fla

- c) .swf
d) None of these
- (44) _____ allow you to make objects move in a more random or non-straight path.
a) Mask
b) Shape tween
c) Classical Guided layer
d) None of these
- (45) This is used to change an object from a circle to a square.
a) Mask
b) Shape tween
c) Motion tween
d) Morphing
- (46) The _____ shows the frames in the movie.
a) Toolbar
b) Properties pane
c) Timeline
d) Scene
- (47) The _____ panel contains the basic tools needed to draw and modify objects.
a) Actions
b) Properties
c) Tools
d) Layers
- (48) A key frame that contains objects will be represented by a _____ circle.
a) Hollow
b) Black
c) Blue
d) Gray
- (49) What are the diamonds on the Timeline called _____?
a) Stopwatches.
b) Key frame
c) None of these
d) Key points
- (50) By default frame rate of Adobe Animate software _____
a) 12
b) 24
c) 8
d) 25
- (51) Who developed Adobe Animate _____?
a) Adobe System incorporated
b) Toon boom
c) Sony creative software.
d) Autodesk
- (52) _____ is a way to partially hide an image in the layer immediately below another layer. The 2 layers get “locked” together to produce the effect.
a) Tweening
b) Stacking
c) Masking
d) Morphing
- (53) _____ is a way to take a word and animate each letter separately.
a) Apply tween
b) Break apart
c) Frame-by-frame
d) Convert to symbol
- (54) This is, by far, the most time taking way to create animations.
a) Motion Tween
b) Mask
c) Frame-by-Frame
d) Shape Tween
- (55) The stacking order of viewing objects is decided by the order of the
a) Scenes
b) Frames
c) Layers
d) Actions
- (56) The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.
a) Library
b) Timeline

- c) Properties
d) Tools panel
- (57) Shortcut tool for pen tool is _____.
- a) P
b) N
c) V
d) None of these
- (58) The _____ displays the file you're working on.
- a) Document window
b) Library window
c) Properties window
d) None of these
- (59) Which one is an animate symbol?
- a) Graphic
b) Movie-clip
c) Button
d) All of these
- (60) Use _____ to compare the previous and next frames and adjust the objects in the current frame.
- a) Snapping object
b) Onion skinning
c) Convert to symbol
d) None of these