



## BRAINWARE UNIVERSITY

**Term End Examination 2021 - 22**

**Programme – Master of Science in Animation & Multimedia**

**Course Name – Advanced Animation and CG Production-2d**

**Course Code - MMM402A-I**

**( Semester IV )**

**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) Which of the following is a manual form of Rigged animation?
 

a) Cutout Animation	b) Tween Animation
c) Stop-Motion Animation	d) None of these
- (2) 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
- (3) Which of the following is a stage of Post Production?
 

a) Assembly stage	b) Script Writing Stage
c) Storyboarding Stage	d) None of these
- (4) 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”
- (5) What is the use of Size Sheet?
 

a) To measure the size of Animation Frames	b) To measure the size of frames
c) To measure the relative Size of Characters	d) None of these
- (6) Cut Out Animation introduced in the year of \_\_\_\_\_.
 

a) 1849	b) 1926
c) 1829	d) 1986
- (7) 2D Animation was introduced in the year of \_\_\_\_\_.





- (33) \_\_\_\_\_ is a pictorial representation of a facial expression using characters usually punctuation marks, numbers, and letters to express a person's feelings or mood, or as a time-saving method.
- a) Emoticon  
b) Icon  
c) Logo.  
d) Emoji
- (34) Model sheets are :
- a) drawings of posed cartoon or comic strip characters  
b) Photographs of Models  
c) Drawings of 3D Models  
d) None
- (35) Facial Expression makes Animated Characters more \_\_\_\_\_.
- a) Glossy  
b) Boring  
c) Appealing  
d) None
- (36) \_\_\_\_\_ is a special effect in motion pictures and animations that changes one image into another through a seamless transition.
- a) Motion Tween  
b) Masking  
c) Frame-by-Frame  
d) Morphing
- (37) The stacking order of viewing objects is decided by the order of the
- a) Scenes  
b) Frames  
c) Layers  
d) Actions
- (38) 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
- (39) 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
- (40) Full form of FPS is \_\_\_\_\_.
- a) Frames per second  
b) Frame pixel system  
c) Frames per system  
d) None of them
- (41) How many types of symbols are in Animate?
- a) 5  
b) 3  
c) 4  
d) 6
- (42) Which one is an Animate software format file?
- a) .swf  
b) .pdf  
c) .doc  
d) .deg
- (43) This panel indicates what settings are being used for objects and allows you to change those settings.
- a) Properties  
b) Tools  
c) Library  
d) Timeline
- (44) These are objects that have been converted so that you can use the same image a number of times in a movie.
- a) Layer  
b) Symbol  
c) Clipart  
d) Tween

- (45) The keyboard shortcut of creating a frame is \_\_\_\_\_.
- a) F6
  - b) F3
  - c) F5
  - d) F7
- (46) This 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 or CTI
  - b) Playback control
  - c) Onion skinning
  - d) Timeline
- (47) The keyboard shortcut of creating a blank frame is \_\_\_\_\_.
- a) F6
  - b) F3
  - c) F5
  - d) F7
- (48) The drawings are called as \_\_\_\_\_.
- a) Frames
  - b) Symbols
  - c) None of them
  - d) Blank key frame
- (49) Which of these are types of frames.
- a) Frame, keyframe, blank keyframe
  - b) Graphic, Movie clip, Button
  - c) Classic, Motion, Shape
  - d) None of these
- (50) \_\_\_\_\_ help you organize the artwork in our document.
- a) Symbol
  - b) Frames
  - c) Scene
  - d) Layers
- (51) Ideas can arrive from \_\_\_\_\_.
- a) Book
  - b) Newspaper
  - c) Thought
  - d) All of them
- (52) Adobe Animate software first release in the year of \_\_\_\_\_.
- a) 1996
  - b) 1990
  - c) 1992
  - d) 1994
- (53) Anime characters are characterised by:
- a) Squiggle Eyes
  - b) Blushing Cheeks
  - c) Make up laden face
  - d) All of these
- (54) The audio recording for animation is also called \_\_\_\_\_.
- a) Voice recording
  - b) Re-recording
  - c) Dubbing
  - d) None
- (55) Any Sound that is created by characters or objects within the Stage or Scene is called:
- a) Diegetic sound
  - b) Non – diegetic sound
  - c) Dialogue
  - d) Narration
- (56) Any Sound that originates outside the Stage or Scene is called:
- a) Diegetic sound
  - b) Non – diegetic sound
  - c) Dialogue
  - d) Narration
- (57) What is the full form of ADR?
- a) Automatic Dialogue Recording
  - b) Automated Dialogue Recording
  - c) Automated Dialogue Replacement
  - d) Automatic Dialogue Replacement
- (58) Foley Sound is created in the :
- a) Pre-production Stage
  - b) Production Stage

c) Final Output

d) Post Production

(59) For Lip Synchronisation the Lip movements are matched with:

a) Consonants

b) Vowels

c) Vowels and some consonants

d) None

(60) \_\_\_\_\_ is a form of audio Post – production.

a) Recording

b) Fostering

c) Mastering

d) Dubbing