

End Semester Examinations - 2015-16 Even Semester - May 2016

14VC2009 Introduction to Animation

Set A

Time : 3 hrs
Total Marks: 100

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1. 1. a) Define Animation (1)
- b) Give one example of traditional animation. (1)
- c) Explain Audio-Animatronics technology. (2)
- d) What is meant by mechanical Animation? (2)
- e) Explain in brief the types and styles of Animation . (14)
- OR**
2. 2. a) Define Autonomatronics. (1)
- b) How is an animation created?(1)
- c) What is meant by frames in animation?(2)
- d) Define stop motion animation.(2)
- e) Explain briefly
- (i) History and evolution of Animation.(7)
- (ii) Difference between animation and video. (7)
3. 3. a) Mention few famous characters in the field of animation (1)
- b) Mention few softwares used for 3D animation.(1)
- c) Flash is used in web animations. Justify your answer with one example(2)
- d) What is the significance of staging?(2)
- e) Explain in detail about different principles of animation with appropriate examples. (14)
- OR**
4. 4. a) Define anticipation (1)
- b) Define frame by frame animation.(1)
- c) List out the differences between an animation and a video(2)
- d) List out few examples of animation movies created in 2D animation software's? (2)
- e) Explain in detail about the scripting and screenplay for animation. (14)
5. 5. a) Define counterpose.(1)
- b) What is meant by stretch and squash? (1)
- c) List out and explain the various factors required for creating an animation for liquids. (2)
- d) What is the significance of recoil ? (2)

e) Explain in detail the steps and stages involved in creating an animation of a human walk cycle.(14)

OR

6.

6. a) Which principle of animation deals with direction? (1)

b) What is the significance of posture in animation? (1)

c) Mention few factors involved in creating animation for solid objects.(2)

d) Draw a simple frame by frame animation key frame diagram with suitable markings of frame numbers (2)

e) Explain in detail about creating an animation for inanimate objects in detail. (14)

7.

7. a) Define claymation (1)

b) Mention few special effects used in animation. (1)

c) List out and example software packages used in animation(2)

d) What is meant by cultural dimension in creating an animation(2)

e) Explain in detail about the influence of cultural and societal set up in animation.(14)

OR

8.

8. a) Define good acting (1)

b) How does retaining consistency of a character help in animation. (1)

c) Why is an animator known as applied sociologist?(2)

d) How do animators choose personality of a character for animation?(2)

e) Explain in detail about acting in animation.(14)

9.

9. a) Define Key Frames. (1)

b) How are arcs important in ball animation? (1)

c) What is meant by contact in walk cycle? Draw a suitable scene frame to justify your answer.(2)

d) How does timing help in determining emotions? Draw a scene frame to justify your answer. (2)

e) Explain the concept of ball animation with frames, key frames and scenes. (14)

Wishing you All the Best
