Reg.No. \_\_\_\_\_\_\_\_\_\_\_\_



**UNIVERSITY**

(Karunya Institute of Technology & Sciences)

(Declared as Deemed-to-be University under Sec.3 of the UGC Act, 1956)

**End Semester Examination – April/May– 2017**

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
| **Code :** | **14VC2009** | **Duration :** | **3hrs** |
| **Sub. Name :** | **INTRODUCTION TO ANIMATION** | **Max. marks :** | **100** |

**ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Q. No. | Sub Div. | Questions | Course  Outcome | Marks |
| 1. |  | Define Animation. Describe the early approaches to perception motion in art and the magic latern. | CO1 | 20 |
| (OR) | | | | |
| 2. |  | Summarize the contribution of legends in early Animation production. | CO1 | 20 |
| 3. |  | Explain the 4 distinct poses in Walk Cycle. | CO2 | 20 |
| (OR) | | | | |
| 4. | a. | Describe Animation process and differentiate 2D and 3D animation techniques. | CO3 | 10 |
|  | b. | Explain “Timing” in animation. | CO3 | 10 |
| 5. | a. | Write five Differences between contemporary/modern or cel based animation vs computer based animation. | CO1 | 10 |
|  | b. | Write the Differences Between Animation and Video. | CO1 | 10 |
| (OR) | | | | |
| 6. |  | Explain any 5 principles of animation. | CO1 | 20 |
| 7. |  | Explain 3D Animation,Stop Motion Animation, Claymation, Chukimation, Cut out Animation. | CO2 | 20 |
| (OR) | | | | |
| 8. |  | Write about the cultural and social set-up that influence animation content. | CO3 | 20 |
|  | | **Compulsory:** |  |  |
| 9. |  | Identify basic principles involved in ball bounce animation and describe the same. | CO1 | 20 |

ALL THE BEST