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



**End Semester Examination – Nov / Dec – 2019**

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|  |  |  |  |
| **Code :** | **17MC2013** | **Duration :** | **3hrs** |
| **Sub. Name :** | **2D ANIMATION** | **Max. Marks :** | **100** |

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

|  |  |  |  |  |
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| **Q. No.** | **Sub Div.** | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Explain in detail about the Story Board and its types. | CO1 | 20 |
| **(OR)** | | | | |
| 2. |  | Explain about the Project Libraries in detail. | CO1 | 20 |
|  |  |  |  |  |
| 3. | a. | Explain in detail about the types of animation with examples. | CO2 | 10 |
| b. | Discuss about the history of animation. | CO1 | 10 |
| **(OR)** | | | | |
| 4. |  | Bring out the principles of animation in detail with examples. | CO2 | 20 |
|  |  |  |  |  |
| 5. | a. | What are the steps involved in creating visual effects for animation? | CO3 | 15 |
| b. | Classify Action Scripts. | CO3 | 5 |
| **(OR)** | | | | |
| 6. |  | Explain in detail about the Screenplay. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | Discuss about the applications of 2D Animation. | CO3 | 20 |
| **(OR)** | | | | |
| 8. |  | Elaborate the role of an Animator. | CO3 | 20 |
|  | | **Compulsory**: |  |  |
| 9. | a. | Define Persistence of vision. | CO1 | 4 |
| b. | Define kinematics. | CO2 | 6 |
| c. | Give a brief note on Digitizing. | CO3 | 6 |
| d. | Explain Tweening. | CO2 | 4 |