

Total No. of printed pages = 6

END SEMESTER EXAMINATION, NOVEMBER 2018

Semester – 3rd

Subject Code : AMT-302

INTRODUCTION TO ANIMATION

Full Marks – 70

Time – Three hours

The figures in the margin indicate full marks for the questions.

PART – A

Marks – 25

All questions are compulsory.

1. Fill in the blanks :

1×10=10

(a) Cel-animation is sometimes also called _____ animation.

(b) Japanese animation is also known as _____.

(c) The standard number of frames used per second in animation is _____.

[Turn over

- (d) The role of a Layout artist is similar to the role of a _____ on a live-action movie.
- (e) Pixologic Z Brush is a type of _____ tool.
- (f) Sound effects, voice-overs and music can add impact and _____ to your animation.
- (g) _____ shot normally shows an exterior building or landscape.
- (h) Fade-in and Fade-off are a type of _____ effect.
- (i) Game types can be defined as a description of _____.
- (j) Games that offer exploration and puzzle solving as the main attraction are called _____ games.
2. Write true or false : $1 \times 10 = 10$
- (a) Flash animation distributed over the Internet is called webtoons.
- (b) The most important aspect in animation is imagination.
- (c) A script contains sketches of the entire story.

- (d) Shot number is a component of a Storyboard.
- (e) A car horn is a hard effect sound.
- (f) Autodesk Mudbox is a modeling tool.
- (g) A model without any texture is called a grayscale model.
- (h) In Rigging, skeletal system is set up for characters or object to enable movement.
- (i) To portray a subject as powerful, high angle camera angle is used.
- (j) Games that involve reasoning and problem solving are called strategy games.
3. Choose the correct answer : $1 \times 5 = 5$
- (a) Which among the following is a 2D animated film ?
- (i) Finding Nemo (ii) Boss Baby
- (iii) The Lion King (iv) Coco

(b) Which of the following is not a part of Pre-Production ?

- (i) Scripting
- (ii) Colour-keying
- (iii) Character designing
- (iv) Lighting

(c) Which production process needs you to use polygons ?

- (i) Modeling
- (ii) Texturing
- (iii) Rigging
- (iv) VFX

(d) Which camera shot shows the life-size figure of a character ?

- (i) Extreme Long Shot
- (ii) Long Shot
- (iii) Medium Shot
- (iv) Close-up Shot

(e) The game "Max Payne" belongs to the following genre :

- (i) Horror
- (ii) Mystery
- (iii) Drama
- (iv) War and Espionage

50/AMT-302/TA

(4)

11000

PART - B

Marks -- 45

Answer any five questions.

4. (a) What are the different types of 2D Animation ?
Explain them briefly. 6

(b) Describe Stop Motion Animation. 3

5. (a) Explain Script and Storyboard with suitable examples or diagrams. 4

(b) What are the uses of a storyboard ? 5

6. Write short notes on : 3×3=9

(a) Layout

(b) Model Sheets

(c) Slugging

7. (a) Describe the process of Modeling and Texturing with suitable diagrams. 6

(b) Why is Rigging important for animators ? 3

50/AMT-302/TA

(5)

[Turn over

8. (a) Explain the process of Compositing. 5
(b) What are the tools used for Compositing? 4
9. (a) Why are camera movements required? 2
(b) What are the different types of camera movements? 7
10. Write briefly on the Action, Adventure and Role Playing game types. 9