

Total No. of printed pages = 6

**END SEMESTER EXAMINATION, NOVEMBER 2018**

Semester – 5th

Subject Code : AMT-501

**DIGITAL ANIMATION AND RIGGING**

Full Marks – 70

Time – Three hours

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

**Instructions :**

1. All questions of PART – A are compulsory.
2. Answer any *five* questions from PART – B.

**PART – A**

Marks – 25

1. Fill in the blanks : 1 × 10 = 10

(a) \_\_\_\_\_ refers to how those individual frames are placed.

(b) \_\_\_\_\_ is used to increase the sense of speed and emphasize the squash by contrast.

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- (c) \_\_\_\_\_ effects weight and also can change the meaning of an action.
  - (d) \_\_\_\_\_ is an action that emphasizes the main point, but is secondary to it.
  - (e) In overlapping action one part lead the move, the other \_\_\_\_\_ in turn.
  - (f) The action breaks down into \_\_\_\_\_.
  - (g) \_\_\_\_\_ presents the idea of a scene unmistakably clear to the audience.
  - (h) There are two main approaches \_\_\_\_\_ and \_\_\_\_\_ to hand drawn animation.
  - (i) \_\_\_\_\_ are terms used to describe those critical positions of an animated character or an object.
  - (j) When developing key poses, it's a good idea to experiment with \_\_\_\_\_ sketches.
2. Write true or false : 1×10=10
- (a) Background layouts defines an acting space in animation.
  - (b) Good strong key poses emphasize and communicate the intent of an action more efficiently.

- (c) A secondary action is an action that does not results directly from another action.
  - (d) Appeal means anything that a person likes to see a quality of charm, pleasing design, simplicity.
  - (e) Fewer drawings make the action slower and more drawings make the action faster.
  - (f) The principle of exaggeration in animation means arbitrarily distorting shapes or objects.
  - (g) Arcs bring life to a movement, thus avoiding a mechanical look.
  - (h) The path along which the action follows is called Path of Action.
  - (i) The drawings that come between key drawings are called breakdown.
  - (j) Timing defines the weight of an object.
3. Choose the correct answer : 1×5=5
- (a) Which one of the following is not a principle of animation ?
    - (i) Arc
    - (ii) Weight
    - (iii) Secondary action
    - (iv) Timing



(b) With ease in and ease out action become

(i) Robotic (ii) Natural

(iii) Linear (iv) None of these

(c) In 2D Animation, solid drawing is about creating an accurate drawing with

(i) Volume and weight

(ii) Balance

(iii) The anatomy

(iv) All of the above

(d) Secondary action refers to creating actions that ——— the main action.

(i) Emphasize

(ii) Support

(iii) Both (i) and (ii)

(iv) None of the above

(e) In animation fps stands for

(i) Frame per size

(ii) Frame per sequence

(iii) Frame per second

(iv) None of the above

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(4)

110(B)

## PART - B

Marks - 45

4. (a) What do you mean by keyframe and frame rate in animation ? 3

(b) What is a breakdown ? 3

(c) What do you understand by the term key posing ? 3

5. (a) Explain about ease in and ease out. 3

(b) What is anticipation ? 3

(c) What is overlapping and follow through action ? 3

6. (a) What are the two approaches or techniques of animation ? 3

(b) What is exaggeration ? 3

(c) Explain about path of action and line of action. 3

7. (a) Define a pose. 3

(b) What is acting and action ? 3

(c) What is secondary action ? 3

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(5)

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8. (a) Define silhouette with diagram. 4  
(b) What is its importance in animation ? 5
9. (a) What do you mean by kinematics ? 4  
(b) Explain about inverse and forward kinematics. 5
10. Write a brief note on the importance of timing and spacing in animation with proper example and diagram. 9