

Total No. of printed pages = 4

BMD. 171404

Roll No. of candidate

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2018

B. Des. 4th Semester End-Term Examination

2D ANIMATION TECHNIQUES

Full Marks – 100

Time – Three hours

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

Answer question No. 1 and any six questions from
the rest.

Illustrate your answers with suitable sketches and examples
wherever necessary.

1. Choose the correct answer from the following
questions : (10 × 1 = 10)

(a) What is another term to describe vector
animation?

- (i) Vector
- (ii) Path animation
- (iii) Alpha
- (iv) Animation

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- (b) What type of animation is best for creating a flat appearance?
 - (i) SWF
 - (ii) Path Animation
 - (iii) 3D Animation
 - (iv) 2D Animation
- (c) Ratna is animating a ball moving with slight changes on each frame. What type of animation is being used?
 - (i) Vector
 - (ii) Scenes
 - (iii) Frames Per Second
 - (iv) Frame-based animation
- (d) How is the movement of text or graphics classified?
 - (i) AVI
 - (ii) Alpha
 - (iii) Vector animation
 - (iv) SWF
- (e) Graphics and image processing technique used to produce a transformation of one object into another is called
 - (i) Animation
 - (ii) Morphing
 - (iii) Half toning
 - (iv) None of the above

- (f) The types of computer animation are
- (i) 2D computer animation
 - (ii) 3D computer animation
 - (iii) Both (i) and (ii)
 - (iv) None of these
- (g) These are objects that have been converted so that you can use the same image a number of times in a movie. You can also use this to do fade effects, rotation effects, and flip effects.
- (i) Layer
 - (ii) Symbols
 - (iii) Clip art
 - (iv) Tween
- (h) Every animation needs a starting and ending point. _____ are used to set these.
- (i) Scenes
 - (ii) Key frames
 - (iii) Blank frames
 - (iv) Graphic symbols
- (i) This is used to change an object from a circle to a square.
- (i) Mask
 - (ii) Shape Tween
 - (iii) Motion Tween
 - (iv) Morphing

- (j) This is, by far, the most tedious way to create animations.
- (i) Shape Tween
 - (ii) Motion Tween
 - (iii) Mask
 - (iv) Frame-by-Frame
2. Cartoon Drawing is like math. Explain. ($5 + 10 = 15$)
3. What do you mean by computer animation? What is the difference between computer animation and traditional animation? ($5 + 10 = 15$)
4. What is meant by symbol? Describe the tools found in Adobe Flash. ($7 + 8 = 15$)
5. What is key frame animation? Write down the steps to animate with a key frame animation.
6. Give a brief account of the evolution in the field of animation from cave paintings to the current industry. (15)
7. What is animation? Explain the Cutout and Stop motion animation. (15)
8. How can you create a 2D Animation movie in the production house? (15)
9. Short Note (any *three*) : ($3 \times 5 = 15$)
- (a) Timing
 - (b) Composition
 - (c) Squash and Stretch
 - (d) Anticipation.
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