END SEMESTER/ RE-TEST EXAMINATION, 2020

(New Syllabus)

Semester: 3rd

Subject Code: **AMT-302**

Subject: **INTRODUCTION TO ANIMATION**

Full Marks – 70

Duration – 3 Hours

The figures to the right indicate full marks for the questions

Illustrate your answers with suitable sketches and examples wherever necessary.

PART-A
Marks - 25
(All questions are compulsory)

Q.1.   Fill in the blanks: (1x10 =10)

a) A _____ describes the emotional aspects of animation and provides structural and details of the story.
b) The fade in or fade out effect used when moving the action from one scene to another is called _____ effect.
c) A _____ looks like a comic book without speech bubbles.
d) Hard sound effects add _____ to the plot of your animation.
e) The process of timing the storyboards using dialogue footages is called _____.
f) Vehicles, furniture, structures, buildings, etc. are _____ type of 3D models.
g) Pixologic ZBrush is a _____ tool.
h) The _____ process in the Production stage sets the mood of a scene.
i) A medium shot becomes a _____ shot if there are more than 3 characters in frame.
j) Games that originally existed on freestanding coin-operated machines are called _____ games.

Q.2.   Write True or False: (1x10 =10)

a) Stereoscopic 3D is a type of animation.
b) The first stage in the animation pipeline is post production.
c) One of the commonly used storyboard side is widescreen, 16:9.
d) Frame number is a component of a storyboard.

e) By seeing the storyboard, the actor comes to know what he/she has to do.

f) Character layout artists determines the camera angles and camera paths.

g) Matching a voice-over with the character is difficult if the animation has already been completed.

h) Visual Effects is also sometimes considered as a post-production process.

i) Reflex response is the primary skill needed to play action games.

j) Tetris belongs to the Strategy game type.

Q.3. Choose the correct answer: (1x5 = 5)

A) Which among the following is a stop motion animated film?

    i)   Finding Nemo   ii)   Coraline

    iii)   Minions   iv)   Madagascar

B) Which among the following is not a part of Pre-Production?

    i)   Scripting   ii)   Layout

    iii)   Texturing   iv)   Model Sheets

C) Chroma keying is done in:

    i)   Lighting   ii)   Compositing

    iii)   VFX   iv)   Rendering

D) The Bird's Eye view is a:

    i)   Framing Length   ii)   Camera Effect

    iii)   Camera Movement   iv)   Camera Angle

E) Game type that offer exploration and puzzle solving as the main attraction are:

    i)   Action games   ii)   Adventure games

    iii)   Puzzle games   iv)   Strategy games

PART-B

Marks - 45
(Answer any *five* questions)

Q.4. a) Define 2D animation. .
(3)

b) How is 2D animation different from 3D animation and stop-motion animation?
(6)

Q.5. What are the different processes involved in the pre-production stage?
(9)

Q.6. Write short notes on: (3x3 = 9)

a) Anime
b) Hard Effects
c) Model Sheets

Q.7. a) Describe the process of 3D Modeling and Texturing.
(6)

b) Explain the process of Lighting.
(3)

Q.8. a) Which process in the animation pipeline is considered as both a part of production as well as post production and why? (1+4 = 5)

b) What is the benefit of using offline or pre-rendering?
(4)

Q.9. a) What are the different Framing or Shot Lengths?
(5)

b) Describe Dolly shots.
(4)

Q.10. a) Describe the *Simulation* Game Types with examples.
(5)

b) Briefly describe the roles of: (2x2 = 4)

i) Key Frame Animator
ii) Game Tester

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