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AMT-302/ITA/3rd Sem/2014/N

## INTRODUCTION TO ANIMATION

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Answer any *seven* questions.

Illustrate your answer with suitable sketches and examples wherever necessary.

1. (a) Define the term 'animation'. What do you understand by 2D animation ? 2+2=4  
(b) Describe briefly the different types of 2D animation. 6
  
2. (a) Describe the process of 'layout' in pre-production. 5

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- (b) What are Model sheets and why are they created ? 5
3. Explain the process of Rigging. Why is it important to rig a character or object for a 3D animated movie ? 5+5=10
4. Briefly describe the process of CG lighting. Why is lighting of a 3D scene important ? 5+5=10
5. Describe the post-production process briefly. 10
6. What are the different types of camera framing length ? Describe them. 10
7. Define 'game types' and 'game genre'. Give five examples of each. 10
8. Mention any five job positions with their descriptions available in the Animation industry. 5×2=10

9. Write short notes on any *five* of the following :

(i) Animatics

(ii) Low angle

(iii) Dolly shots

(iv) ZBrush

(v) Myst

(vi) MMORPG

(vii) Third person shooter.

5×2=10