Total No. of printed pages = 3

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 answers with suitable sketches and
examples wherever necessary.

1. (a) Define and describe the term "animation". 4

   (b) Describe 2D animation. What are the different
        types of 2D animation ? Give examples. 6

2. What are the important areas that we come across
   when creating a script ? Explain briefly.   10

[Turn over

3. (a) What is 'Texturing' ? Why is it required ?

4

(b) Describe in your own words how a rigging artist helps an animator. 6

4. Describe the process of incorporating visual effects in a 3D scene and how compositing can affect the final output. 10

5. Show the basic flow of a 2D and 3D production in a tabular format. 10

6. What are the different types of Camera Angles ? Describe them briefly. 10

7. What are "game genres" ? Describe a few of them with examples. 10

8. Mention any ten job positions available in the Animation / Gaming Industry with their job descriptions. 10

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

5×2=10

(a) Props

(b) Character Layout

(c) Matte painting

(d) Panning

(e) Jetris

(f) Close-up shot

(g) First person shooter.