

Total No. of printed pages = 3

AMT-302/ITA/5th Sem/2017/M

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 the term 'animation'. 2
(b) What are the different types of animation ?
Explain briefly with examples. 8
2. What is the importance of creating a script and a story board for an animated feature ?
5+5=10
3. What do you understand by 2D Animatics and 3D Animatics ?
5+5=10

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4. (a) Describe the process of 3D Modelling. 5
- (b) Why is timing essential for animation during production ? 5
5. (a) Why is the process of compositing important ? 6
- (b) What are the various tools used for compositing ? 4
6. What are the different types of camera movements ? Describe them briefly. 10
7. What is the difference between game types and game genres ? Give five examples of each. 10
8. Mention any five job positions in the Animation / Gaming Industry with their job descriptions. 10
9. Write short notes on any *five* of the following : 5×2=10
- (i) Slugging
- (ii) Model-sheets.

- (iii) Tripod
- (iv) Dutch Tilt
- (v) Angry Birds
- (vi) Final Cut Pro
- (vii) Third Person sneaber.