INTRODUCTION TO ANIMATION

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Illustrate your answers with suitable sketches and
examples wherever necessary.

PART – A

All questions are mandatory

1. Fill in the blanks :   1×15=15

   (a) Animation is the rapid display of a sequence
       of images to create an illusion of
       _____.

   (b) Cel-animation is sometimes also called
       _____ animation.

(c) Adobe Flash is used to create _____ animation.

(d) Clay is used to create stop motion animation called _____.

(e) Japanese animation is also known as _____.

(f) The standard number of frames used per second in animation is _____.

(g) The most important aspect of animation is _____.

(h) The role of a Layout artist is similar to the role of a _____ on a live-action movie.

(i) The change between two different shots is called a _____.

(j) Pixologic Z Brush is a type of _____ tool.

(k) The process of timing the storyboard with the audio track is called _____.

(l) Sound effects, voice-overs and music can add impact and _____ to your animation.

(m) The camera movement which is achieved by placing a camera on a moving vehicle running through a track is called _____ .

(n) Games developed for advertising purposes are called _____ .

(o) The abbreviation of MMORPG is _____ .

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

(A) Which software aids in creation of 2D Animation ?

   (i) Autodesk Maya

   (ii) Autodesk 3Ds Max

   (iii) Adobe Flash

   (iv) MS Paint

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

   (i) Scripting

   (ii) Colour-keying

   (iii) Character designing

   (iv) Lighting

(C) What do you require initially in order to start making an animation movie ?

    (i) A Script   (ii) A Layout

    (iii) A Story   (iv) A Storyboard

(D) Which production process needs you to use polygons ?

    (i) VFX   (ii) Texturing

    (iii) Rigging   (iv) Modeling

(E) Which phase of production makes it possible for a character to move ?

    (i) Modeling   (ii) Rigging

    (iii) Animation   (iv) VFX

(F) What is a texture ?

    (i) Design   (ii) Pattern

    (iii) Material   (iv) All of the above

(G) Green / blue screen removal is done in which phase of a production pipeline ?

    (i) Visual Effects   (ii) Lighting

    (iii) Compositing   (iv) Rendering

(H) Which camera shot shows the life-size figure
     of a character ?

    (i)   Extreme Long Shot

    (ii) Long Shot

    (iii) Medium Shot

    (iv) Close-up Shot

(I) A Low Angle shot gives a character an
     impression that the character is

    (i)   Tall.   (ii) Dominant

    (iii) Weak   (iv) Short

(J) Which amongst the following are Sculpting
     tools ?

    (i)   Autodesk 3Ds Max

    (ii) Pixologic Z Brush

    (iii) Autodesk Maya

    (iv) Autodesk Mudbox

PART – B

Answer any *three* questions.

3. (a) What is a storyboard ? What are the uses of a storyboard ?   1+5=6

    (b) What are the components of a storyboard ?
                                                                                        4

    (c) What are model sheets ?   5

4. (a) What is the preferred order of recording animation sound effects ?   5

    (b) Describe how a voice-over helps tell your story ?   5

    (c) Explain hard effects with examples. Why is it challenging to record a hard effect ?
                                                                                   1+2+2=5

5. What are the various stages of a production process ? Explain them briefly.   15

6. (a) Why is lighting essential in a 3D scene ?
                                                                                         5

(b)   What are the different types of Framing or Shot Length ? Describe them.   5+5=10

7.   (a)   Explain any five of the game categories with examples.   5×2=10

     (b)   Describe any five job positions available in the Gaming Industry.   5