

Total No. of printed pages = 7

**AMT-302/ITA/3rd Sem/2018/M**

## **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 up the blanks : 1×15=15
- (a) The typical medium for drawing 2D animation is on \_\_\_\_\_.
  - (b) \_\_\_\_\_ animations in the WWW are often referred to as Internet Cartoons, Online Cartoons or Web-toons.
  - (c) Puppets, plastic and foam mediums are used in \_\_\_\_\_ animation.

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- (d) The comics created in Japan are also known as \_\_\_\_\_.
- (e) Fade-in and Fade-off are a type of \_\_\_\_\_ effect.
- (f) A story board helps you to think about how your movie is going to look because \_\_\_\_\_ — communicate better than words.
- (g) Sound effects, voice-overs and music can add \_\_\_\_\_ and emotion to your animation.
- (h) Gasps, groans and screams are \_\_\_\_\_ sound effects in voice-overs.
- (i) Animation sound effects helps the film "flow" and build \_\_\_\_\_.
- (j) Well-chosen \_\_\_\_\_ deliver information, create impact, facilitate editing and enhance actor performance.
- (k) \_\_\_\_\_ shot normally shows an exterior building or landscape.
- (l) Over-the-shoulder Shot is a variation of \_\_\_\_\_ Shot.

- (m) The \_\_\_\_\_ camera movement pivots the camera upwards or downwards.
- (n) Game types can be defined as a description of \_\_\_\_\_.
- (o) Games that offer exploration and puzzle solving as the main attraction are called \_\_\_\_\_ games.

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

(A) Which software aids in creation of 3D Animation ?

- (i) Autodesk Maya
- (ii) Toon Boom
- (iii) Adobe Flash
- (iv) Adobe Illustrator

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

- (i) Storyboarding
- (ii) Model Sheets
- (iii) 3D Animatics
- (iv) Slugging

(C) What do you require initially in order to start making a storyboard ?

- (i) A Script
- (ii) A Layout
- (iii) A Story
- (iv) A Model Sheet

(D) Which Production process needs you to use dynamic particles ?

- (i) VFX
- (ii) Texturing
- (iii) Rigging
- (iv) Modeling

(E) Which Production process makes it possible for a character to walk or run ?

- (i) Modeling
- (ii) Rigging
- (iii) Animation
- (iv) VFX

(F) Which Production process sets up the mood of a 3D scene ?

- (i) VFX
- (ii) Lighting
- (iii) Animation
- (iv) Texturing

(G) Which process is sometimes considered as both part of production as well as post-production ?

- (i) Visual Effects
- (ii) Lighting
- (iii) Compositing
- (iv) Rendering

(H) Which camera shot is a very artificial shot and used for dramatic effect ?

- (i) Extreme Long Shot
- (ii) Extreme Close-up Shot
- (iii) Close-Up Shot
- (iv) Medium Shot

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

- (i) Tall
- (ii) Dominant
- (iii) Weak
- (iv) Short

(J) Which job requires one to check the accuracy and consistency of the designs and drawings ?

- (i) In-between Animator
- (ii) Layout Artist
- (iii) Content Developer
- (iv) Clean-up Artist

### PART – B

Answer any *three* questions

3. (a) What is cel-animation or traditional animation ? 5

(b) What are the different processes of Pre-Production ? Describe briefly. 10

4. (a) Explain how sound effects and voice-overs can enhance a 3D movie? 10
- (b) Write a brief note of Hard Effects? 5
5. (a) Explain what is 3D Animatics. 5
- (b) Describe the process of 3D Modeling and Texturing. 5+5=10
6. (a) Write a brief note of Rendering? 5
- (b) Describe any five type of camera movements. 2×5=10
7. (a) Explain any five game genre with examples. 2×5=10
- (b) Describe any five job positions available in the Animation Industry. 5