Total No. of printed pages = 6

END SEMESTER EXAMINATION – 2019

Semester : 3rd

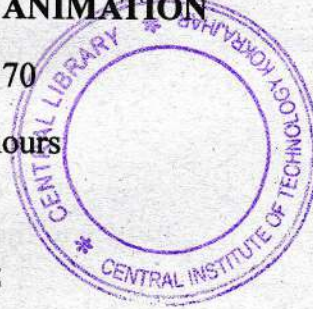Subject Code : AMT-302

INTRODUCTION TO ANIMATION

Full Marks – 70

Time – Three hours

PART – A

Marks – 25

All questions are compulsory.

1. Fill in the blanks :   1×10=10

   (a) The most important aspect in animation is
       _____ .

   (b) Storyboard is a process of producing sketches
       of shots of the _____ .

   (c) For short films, character layouts are often
       the responsibility of the _____ .

   (d) Animated characters can be brought to life
       with a great _____ performance.

(e) The first process in a 3D production process is _____.

(f) Autodesk Mudbox is a _____ tool.

(g) _____ makes posing of a character possible.

(h) The removal of green screen is called _____.

(i) The camera movement where the camera moves to the left or right is called _____.

(j) First Person Sneaker is a sub-genre of _____ games.

2. Write true or false :   1×10=10

(a) Stop-motion animation is created by using flat characters made of paper cut-outs.

(b) Anime are comics created in Japan.

(c) Fade in is a transition effect.

(d) Camera angles and camera paths are determined during slugging.

(e) Primitive polygonal objects are used to create 3D models.

(f) Hand-held camera shots in a fiction film creates a sense of reality.

(g) Video game is a form of art.

(h) Action games offer exploration and puzzle solving.

(i) To portray a subject as submissive, low angle camera angle is used.

(j) Super Mario Bros belongs to the Platform games category.

3. Choose the correct answer :   1×5=5

(a) Which among the following is a 3D animated film ?

(i) Treasure Planet

(ii) Spirit: Stallion of the Cimarron

(iii) Kung-Fu Panda

(iv) Brother Bear

(b) Which software aids in creation of 3D animation ?

(i) Toon Boom

(ii) Pixologic/ZBrush

(iii) Adobe Photoshop

(iv) Autodesk Maya

(c) Which among the following is not a hard effect sound ?

(i) Car horn　　(ii) Gunshot

(iii) Screeching tyres　(iv) Face slap

(d) Dynamics is a part of

(i) Lighting　　(ii) VFX

(iii) Compositing　(iv) Rigging

(e) The game "Grand Theft Auto" belongs to the following genre :

(i) Western / Eastern

(ii) Fantasy

(iii) War and Espionage

(iv) Crime

PART – B

Marks – 45

Answer any *five* questions.

4. (a) What is animation ? Describe 2D and 3D animation.　　1+4=5

(b) How is cut-out animation different from stop-motion animation ?　　4

5. What are the different processes involved in the post-production stage ?　　9

6. Write short notes on :　　3×3=9

(a) Animatics

(b) Voice-over

(c) Sculpting

7. (a) Describe the process of Rigging and 3D animation.　　4

(b) Explain the process of Visual Effects.　　5

8. (a) What is chroma-keying ? In which post-production process is it carried out ?　　4

(b) Describe rendering. What are the most common render engines ?　　3+2=5

9. (a) What are the different camera angles? Describe them. 5

(b) Describe Hand-held shots. 4

10. Briefly describe the different Game Types with examples. 6+3=9