

Total No. of printed pages = 2

AMT-401/2D&F/4th Sem/2013/N

## 2D AND FLASH ANIMATION

Full Marks – 70

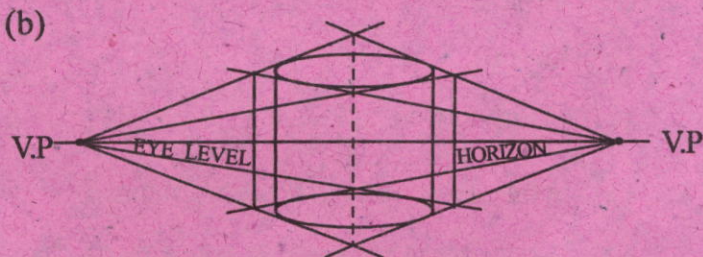
Pass Marks – 28

Time – Three hours

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

Answer any *five* questions.

1. (a) What are the basic primitives an artist must use to draw a cartoon character? Use a few of those primitives to draw a cartoon character of your own. 7
- (b) Cartoon drawing is like math. Explain. 7
2. (a) What is meant by perspective? 5



Describe the perspective of the diagram given above. 9

[Turn over

3. (a) What is script writing? 6  
(b) What are the various elements in script writing? 8
4. (a) 'Storyboard is an element to capture and refine your ideas, not to create them'. Do you agree with the statement and why? 10  
(b) What are the two advantages of storyboard? 4
5. (a) Name of the 12 principles of animation and explain any two.  $6+6=12$   
(b) What do you mean by cell animation? 2
6. (a) Write a short note on the paint bucket tool and explain all the different options available for this tool in Flash. 14
7. Write short notes on the following panels : (any two) :  $2 \times 7 = 14$   
(a) Time-line  
(b) Layout  
(c) Composition
8. (a) What is a vector image format? 4  
(b) What are the advantages gained by Flash because of the use of vector image format? 10