Total No. of printed pages = 4

LAYOUT AND PERSPECTIVE TECHNIQUE

Full Marks – 70

Pass Marks – 28

Time – Three hours

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

Illustrate your answer with suitable sketches and examples wherever necessary.

Answer *all* the questions.

1. Choose the correct option :   1×5=5

   (a) The ...... is the point at which parallel lines appear to come together.

      (i) Linear perspective

      (ii) Vanishing point

      (iii) One-point perspective

      (iv) Eye level.

(b) The height from which the viewer sees the scene in his/her........

    (i) Linear perspective

    (ii) Vanishing point

    (iii) One-point perspective

    (iv) Eye level.

(c) When using ....., the artist establishes a horizon line and creates ONE vanishing point on it, where all lines converge.

    (i) Linear perspective

    (ii) Vanishing point

    (iii) One point perspective

    (iv) Eye level.

(d) .... is an illusion of depth that an artist can create by using details and distinctive marks on objects that are closer on the page, and using Fuzzy and undetailed marks for objects that are further away.

    (i) Linear perspective

    (ii) High and low placement

    (iii) Overlapping

    (iv) Aerial perspective.

(e) The top, front and bottom views align in this manner :

   (i)   Horizontally

   (ii) Vertically

   (iii) According to the planar views

   (iv) Parallel to the frontal plane.   5

2. Write short note on any *one* :

   (a) Composition

   (b) Three-point perspective

   (c) Pencil.

3. Answer the following questions :   10+10=20

   (a) Create a cube with the help of one point perspective and define its making.

   (b) How do you explain about horizontal line and vertical line ?

4. Answer the following questions :   5+15=20

   (a) Define layout

   (b) What are the essential equipments required to create a layout ? Describe properly.

115/AMT-405/L&PT   (3)   [Turn over

5. (a) What are the advantages and disadvantages of pencil drawing ?

   (b) What are the twelve principles of 2D traditional animation ? Explain one principle with example and diagram.   10+10=20