

Total No. of printed pages = 6

**END SEMESTER EXAMINATION – 2019**

Semester : 5th

Subject Code : AMT-501

**DIGITAL ANIMATION AND RIGGING**

Full Marks –70

Time – Three hours

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

**Instructions :**

1. *All* questions of PART – A are compulsory.
2. Answer any *five* questions from PART – B.

PART – A

Marks – 25

1. Fill in the blanks : 1×10=10
  - (a) CGI stands for \_\_\_\_\_.
  - (b) A simple form of stop motion animation using pliable material is called \_\_\_\_\_.
  - (c) \_\_\_\_\_ is actually a form of pictorial simulation.

[Turn over

- (d) \_\_\_\_\_ is an old device which produces an illusion of movement of static pictures.
- (e) Timing is measure in \_\_\_\_\_ for animation.
- (f) \_\_\_\_\_ animation is used to animate real world object.
- (g) To prepare audiences for next main action that a character is about to do is \_\_\_\_\_.
- (h) The drawings that come between key drawings are called \_\_\_\_\_.
- (i) The path along which the action follows is called \_\_\_\_\_.
- (j) In Maya the process of creation of sequence of images that will be used to create the final movie is \_\_\_\_\_.
2. Write true or false : 1×10=10
- (a) Everything in real-life typically moves in some type of arcing motion.
- (b) Animation refers to the simulated motion of drawn objects.
- (c) Breakdown is a special kind of in-between.



- (d) Stop motion animation was used to animate Ice Age and Shrek.
- (e) The full form of FPS is feature per second.
- (f) In Maya lens flare is a non-linear deformer.
- (g) J. Stuart Blackstone is known as father of animation.
- (h) Timing in animation is measured in minutes.
- (i) The drawings that come between key drawings are called in-betweens.
- (j) Multipplane camera was introduced by Walt Disney.
3. Choose the correct answer : 1×5=5
- (a) Which device produces an illusion of movement from rapid succession of static pictures ?
- (i) Zoetrope
- (ii) Thaumatrope
- (iii) Phenakistoscope
- (iv) HMD

(b) \_\_\_\_\_ invented by Paul Roget is a simple mechanical toy which creates illusion of movement.

- (i) Binocular
- (ii) Zoetrope
- (iii) Thaumatrope
- (iv) BOOM

(c) What was the title of the full length animated movie ?

- (i) Bambi
- (ii) Snow white and seven dwarfs
- (iii) Pinocchio
- (iv) The lion king

(d) In traditional animation what does the in-between artist do ?

- (i) Draws the background
- (ii) Draws all intermediate frames
- (iii) Decides the timing of animation
- (iv) None of the above

103/AMT-501/DA&R

(4)

70(W)

(e) CGI involves the use of

- (i) 3D files
- (ii) Puppets
- (iii) Both (i) and (ii)
- (iv) None of these

PART - B

Marks - 45

4. (a) What is persistence of vision ? 3

(b) Define stop motion animation. 3

(c) What do you understand by the term blocking ? 3

5. (a) Explain about spacing. 3

(b) Explain extreme, breakdown and in-between. 3

(c) What is the importance of staging in animation ? 3

6. (a) Explain about pose to pose and straight ahead animation ? 3

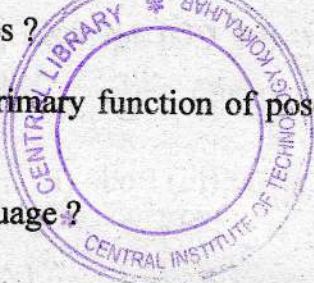
(b) What is exaggeration ? 3

(c) Explain about squash and stretch principle of animation. 3

103/AMT-501/DA&R

(5)

[Turn over

- 
7. (a) What are flow lines? 3  
(b) Explain about the primary function of pose? 3  
(c) What is body language? 3
8. (a) Define posture and gesture with diagram. 4  
(b) What is its importance in animation? 5
9. (a) What do you mean by indirect skinning method? 4  
(b) Explain about the different types of indirect skinning method. 5
10. Explain a jump sequence with an appropriate diagram with reference to the different stages of anticipation, action and termination. 9