

2022

FOUNDATION OF ANIMATION

Full Marks: 100

Time: Three hours

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

Answer **Question No. 1** and *any four* from the rest.

1. A) Fill in the blanks: (10x1 = 10)

- i. The most important aspect in animation is _____.
- ii. Storyboard is a process of producing sketches of shots of the _____.
- iii. For short films, character layouts are often the responsibility of the _____.
- iv. Animated characters can be brought to life with a great _____ performance.
- v. The first process in a 3D production stage is _____.
- vi. Autodesk Mudbox is a _____ tool.
- vii. _____ makes posing of a character possible.
- viii. The removal of green screen is called _____.
- ix. The camera movement where the camera turns left or right is called _____.
- x. Disney's core animators were fondly known as the _____.

B) State True or False: (1 x 10 =10)

- i. Stop-motion animation can be made by using foam.
- ii. Japanese anime is a type of animation.
- iii. Fade-in is a camera movement.
- iv. One of the components of a storyboard is Dialogue.
- v. Car horn is a hard effect.
- vi. Camera angles and camera paths are determined during slugging.
- vii. Primitive polygonal objects are used to create 3D models.
- viii. When photorealistic output is required, Real-time rendering is used.
- ix. The newest rendering engine used in the industry is Mental Ray.
- x. Hand-held camera shots in a fiction film creates a sense of reality.

...Contd.

2. A) Define the term animation. Give an example of simple and complex animation. (5)
B) Explain how is 2D animation is different from 3D animation? Give examples. (5)
C) Describe the different types of 2D animation with examples. (9+1=10)
3. A) State the various processes of the pre-production stage. (9)
B) Describe any two processes of the pre-production stage. (6)
C) What are the uses of a storyboard? (5)
4. A) How is 2D animatic different from a 3D animatic? (10)
B) Explain how Rigging affects 3D animation. (5)
C) Why is Lighting important in a 3D scene? (5)
5. A) What is chroma keying? In which post production process is it carried out? (5+1=6)
B) Why is a blue or green screen used in movies? (5)
C) Describe the three different rendering techniques. (3x3=9)
6. A) State the different framing or shot length. (5)
B) Discuss the difference between high-angle and low-angle camera angles. (5)
C) Describe the camera movements – Dolly shots and Crane shots. (5+5=10)
7. Write short notes on **any four** of the following: (4x5 = 20)
 - A) Stop-motion animation
 - B) Model sheets
 - C) Organic and inorganic modeling
 - D) Arnold.
 - E) Dutch Tilt
 - F) GIMP
