

2023

**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 Latin word *animare* means \_\_\_\_\_.
  - ii. Cel animation is a type of 2D animation which is also known as \_\_\_\_\_.
  - iii. Stereoscopic 3D is a type of \_\_\_\_\_.
  - iv. Fade-in and fade-off effects are called \_\_\_\_\_ effects.
  - v. Character Design boards are also sometimes known as \_\_\_\_\_.
  - vi. In props design, the full form of props is \_\_\_\_\_.
  - vii. The role of a layout artist is similar to a \_\_\_\_\_ in a live-action movie.
  - viii. In VFX \_\_\_\_\_ are used to create effects like smoke, fire, dust, etc.
  - ix. The change between two different shots is called a \_\_\_\_\_.
  - x. \_\_\_\_\_ shot normally shows an exterior building or landscape.
- B) State True or False: (1 x 10 = 10)
- i. Stiff fabric can be used to create cut out animation.
  - ii. An animation video played at 1440 frames per minute will be very slow.
  - iii. Texturing is also referred to as surfacing in some studios.
  - iv. Matching a voice-over with the character is easier if the animation has already been completed.
  - v. The pre-visualization department creates the animatics.
  - vi. For rendering, high configuration hardware is required.
  - vii. Scanline rendering is used when photorealistic output is desired.
  - viii. In a Medium Shot, there can be a maximum of four character in a frame.
  - ix. In an ECU shot, background is visible but a bit blurred.
  - x. Toon Boom is a software which assists in creating 2D animation.

...Contd.

2. A) Explain the differences between cut out animation and stop motion animation. (5)
- B) What do you understand by Manga and Anime? (10)
- C) Give five examples each of 2D and 3D animation movies. (5)
3. A) Describe the important areas that should be considered when creating a script? (10)
- B) Create the story board of the following short story: (10)

### THE DOG AT THE WELL



A dog and her pups lived on a farm, where there was a well. The mother dog told the pups, do not go near the well or play around it. One of the pups wondered why they shouldn't go to the well and decided to explore it. He went to the well, climbed up the wall and peeked inside.

In there, he saw his reflection and thought it was another dog. The pup saw that the other dog in the well (his reflection) was doing whatever he was doing, and got angry for imitating him. He decided to fight with the dog and jumped into the well, only to find no dog there. He barked and barked and swam until the farmer came and rescued him. The pup had learned his lesson.

**Moral:** *Always listen to what the elders say. Question them, but do not defy them.*

4. A) Why is recording hard effects challenging? (5)
- B) Explain why Character Design is considered as one of the important processes of pre-production. (5)
- C) Why 3D animatics are created? How is it different from 3D animation? (10)
5. A) Describe 3D modeling and the types of 3D modeling with examples? (10)
- B) Explain in your own words why texturing is important. (5)
- C) Explain what happens during compositing. (5)
6. A) Describe any two camera movements. (8)
- B) What are the twelve principles of animation? (12)

7. Write short notes on *any four* of the following:

(4x5 = 20)

- A) Live-action animation
- B) Character Layout
- C) Slugging
- D) Chroma Keying.
- E) Over-the-shoulder shot
- F) Key-frame animator

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