

Total number of printed pages:2

Programme(D)/2nd Semester/DAMT203

2022

2D ANIMATION TECHNIQUES

Full Marks : 100

Time : Three hours

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

Answer any five questions.

1.	a)	What are the different types of Flash animation? Give examples for each.	6
	b)	How does symbol helps in animation? Give at least four advantages.	6
	c)	What principles are implemented while animating a double pendulum? Explain in details with proper illustration.	8
2.	a)	What are the different types of symbols and their uses?	8
	b)	Explain the different types of buttons? Write the Action script 2.0 steps to make a functional button.	6
	c)	Why do the change of pivot point and distribute to layers is necessary? Explain in details with proper example.	6
3.	a)	Define Fps and where do we change it in the document file.	4
	b)	What do you mean by Movie clip? What are its properties?	6
	c)	Explain the different stages of a buttons.	6
	d)	What do you mean by rigging?	4
4.	a)	What animation principles are applied while animating a walk cycle? Explain in details with proper illustration wherever necessary.	9
	b)	Give any one example to covert a cycle animation into a progressive one?	7
	c)	Give any three early example of animation before the early devices were invented.	4

5.	a)	Write the complete process for animating a Vehicle animation from scratch to the final output using Adobe Flash.	8
	b)	Describe the different types of Tween with an examples for each.	6
	c)	What is Motion guide and how can we use it?	6
6.	a)	Explain the difference between Full animation and Limited animation with proper examples. Also describe the brief background history for the same.	8
	b)	What animation principles will be applied while animating a jumping character? Explain in details with drawings.	6
	c)	Explain all 12 principles of animation with an example for each.	6

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