

2021

3D ANIMATION

Full Marks: 60

Time: Two hours

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

A. Multiple Choice Questions

20 marks

1. Choose the correct answers from the following options :

1*5=5

- i) _____ invented by Paul Roget is a simple mechanical toy which creates illusion of movement.
- a) Binocular
 - b) Zoetrope
 - c) Thaumatrope
 - d) None of the above
- ii) A device produces an illusion of movement from rapid succession of static pictures?
- a) Zoetrope
 - b) Thaumatrope
 - c) Phenakistoscope
 - d) HMD
- iii) In traditional animation what does the in-between artist do?
- a) Draws the background
 - b) Draws all intermediate frames
 - c) Decides the timing of animation
 - d) All of the above
- iv) Which one of the following is not a principle of animation?
- a) Arc
 - b) Secondary action
 - c) Weight
 - d) Timing
- v) Secondary action refers to creating actions that _____ the main action.
- a) Emphasize
 - b) Support
 - c) Both (i) & (ii)
 - d) None of the above

2. Fill in the blanks with appropriate answers :

1*5=5

- i) _____ is a term, used to describe the story-telling poses of an animated scene.
- ii) An action breaks down into Anticipation, Action, and _____.
- iii) _____ and overlapping action can be considered two different principles, still closely related.
- iv) _____ is an action that emphasizes the main point, but is secondary to the main action
- v) _____ presents the idea of a scene unmistakably clear to the audience.

3. State true or false for the following statements :

1*5=5

- i) Straight ahead: proceed from key pose to key pose with proper planning.
- ii) Pose to pose: proceed from frame to frame without planning.
- iii) Arcs bring life to a movement, thus avoiding a mechanical look.
- iv) Appeal means anything that a person likes to see a quality of a character like charm, simplicity etc.
- v) The principle of exaggeration in animation means arbitrarily distorting shapes or objects.

4. Answer in one line the following questions:

1*5=5

- i) What is Blocking?
- ii) What is breakdown ?
- iii) What is path of action?
- iv) What is a line of action?
- v) What is frame-rate?

B. Very Short Question

2*6=12

- i) What is a pose in animation?
- ii) What are the primary function of poses?
- iii) What is persistence of vision?
- iv) What is spacing?
- v) What is staging?
- vi) What is animation snapshot tool used for?

C. Short Question

4*7=28

1. Give a comparison between traditional method of animation and computer generated animation.
2. Explain extreme, breakdown and in-between with an example and suitable illustration.
3. Explain the importance of timing in animation with appropriate example and diagram.
4. "Poses in animation should be dynamic". Justify the given statement with a suitable example.
5. Explain about the four basic forms of body postures of human being.
6. Explain the importance of silhouette in 3D animation.
7. Explain the main poses or story telling poses of a walk animation with suitable illustration.
