

2024

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. In 3D animation, the third dimension is _____.
- ii. Stop Motion Animation using clay is called _____.
- iii. Anime is a _____ of animation from Japan.
- iv. The standard number of frames per second is _____.
- v. The most important aspect in animation is _____.
- vi. Panning is a type of camera _____.
- vii. The process of _____ in an animated movie is similar to the casting process of a live-action movie.
- viii. The full form of props is _____.
- ix. Modeling of living things is called _____ modeling.
- x. _____ is also sometimes considered as a post-production process.

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

- i. A script is a detailed description of the story in written form.
- ii. Date is a component of a storyboard.
- iii. The Layout process starts after all designs have been approved.
- iv. Gunshot is a hard effect.
- v. Autodesk Sculptbox is a sculpting tool.
- vi. Visual Effects sets up the mood of scene.
- vii. Real time rendering is used for projects where photorealism is necessary.
- viii. Over the shoulder shot is a variant of the Medium Shot.
- ix. The purpose of a High Angle camera shot is to show the character as powerful.
- x. Dolly shots are also sometimes called trucking shots.

P.T.O.

2. A) Define animation. What are the different types of animation? (3+3=6)
B) How does 2D animation differ from 3D animation? (3+3=6)
C) Distinguish between cut-out animation and stop motion animation. (4+4=8)
3. A) Explain the importance of a storyboard. (5)
B) State any five components of a storyboard. (5)
C) What are the various processes involved in the pre-production stage? (10)
4. A) Describe the role of a layout artist. (5)
B) What are the five types of audios recorded for animation movies? (5)
C) Explain how animatics is different from animation. Differentiate between 2D and 3D animatics. (5+5=10)
5. A) Describe 3D Modeling. What are the different types of 3D modeling? (3+2=5)
B) What is sculpting? When do we require sculpting? (2+3=5)
C) Describe the different types of Rendering. (5+5=10)
6. A) What are the various framing lengths? Describe them briefly. (5x2=10)
B) Describe any two camera movements. (5+5=10)
7. Write short notes on **any four** of the following: (4x5 = 20)
A) Model Sheets
B) Lighting
C) Dynamics
D) Dutch Tilt.
E) Arnold
F) Walt Disney
