

2025

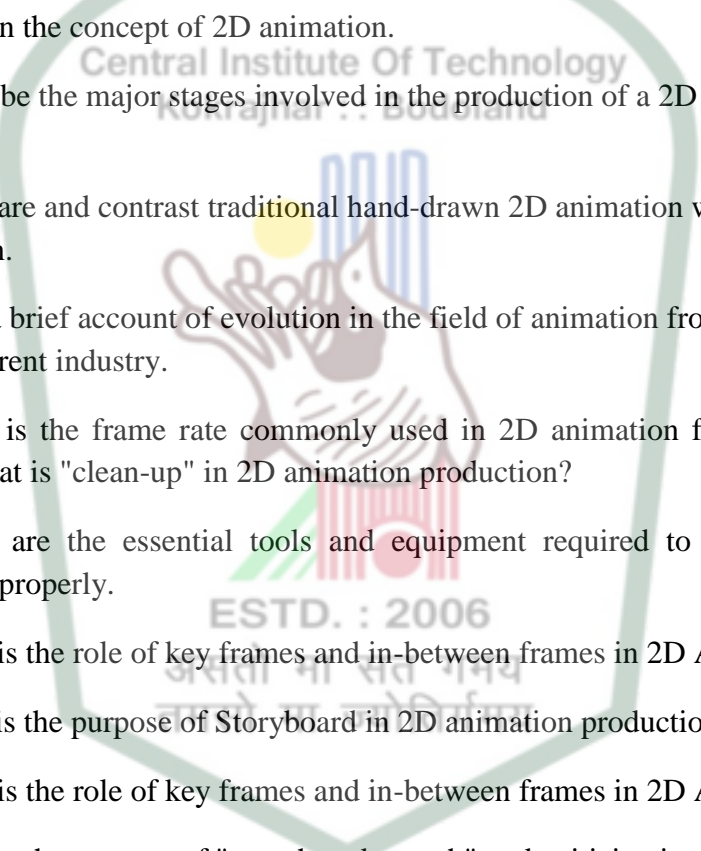
2D ANIMATION TECHNIQUES

Full Marks : 100

Time : Three hours

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

Answer any five questions.

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1. A] Explain the concept of 2D animation. 8
B] Describe the major stages involved in the production of a 2D animation project. 12
2. A] Compare and contrast traditional hand-drawn 2D animation with digital 2D animation. 10
B] Give a brief account of evolution in the field of animation from cave paintings to the current industry. 10
3. A] What is the frame rate commonly used in 2D animation for television and film? What is "clean-up" in 2D animation production? 10
B] What are the essential tools and equipment required to create a layout? Describe properly. 10
4. A] What is the role of key frames and in-between frames in 2D Animation? 8
B] What is the purpose of Storyboard in 2D animation production house? 12
5. A] What is the role of key frames and in-between frames in 2D Animation? 12
B] Explain the concept of "stretch and squash" and anticipation in 2D animation. Provide an example of how it can be applied. 8
7. Write short notes on any **two** of the following: 10x2=20
- a) Time & Space
 - b) Character Design
 - c) Onion skin Techniques
