

Total number of printed pages = 3

19/2nd Sem/UMCD 203

2022

FUNDAMENTALS OF ANIMATION DESIGN

Full Marks – 100

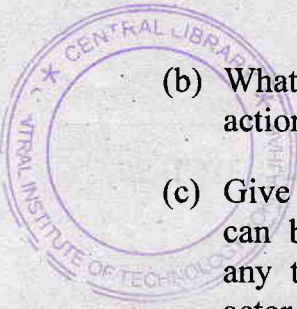
Time – Three hours

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

Answer any *five* questions.

1. (a) How does chart helps in 2d animation ? Who started its uses ? 2+3=5
- (b) What do you mean by Acoustics sound ? Explain the rhythm and tempo with an example. 2+3=5
- (c) What do you mean by characterisation ? Give some examples. 5
- (d) How the twelve principles does came into being in the Disney studio ? 5
2. (a) What is Timing ? Illustrate how to create slow in and slow out in animation. 2+2=4

[Turn over



- (b) What is a Follow-through and Overlapping action? $2+2=4$
- (c) Give any one examples of how temperament can be effectively used in animation. State any two major differences between a Live actor and Animator. $3+3=6$
- (d) What is a Multiplane camera technique? When does it started? $3+3=6$
3. (a) What do you mean by Cel animation? 4
- (b) Explain phrasing with an example. 6
- (c) What is a Line of action? How does it help? 5
- (d) Explain a morphing animation with proper example. 5
4. (a) Explain the functions of any four early devices for animation. 6
- (b) What is a Rotoscopy? Who started its uses? 5
- (c) Name the first animated short film with sound. When and how it was done? 5
- (d) Who started Cartoon animation for the first time? 4

5. (a) How will you apply all the twelve principles in a single animation? Explain with an example. 8
- (b) Discuss with an example how the spacing is very important for animation? Illustrate any one example. 5
- (c) Explain in details the uses of Visual culture in animation film with any one relevant example. 7
6. Write short notes on the following : $5 \times 4 = 20$
- (a) Cut out and Limited animation
- (b) Pre-production for animation
- (c) Post production in animation
- (d) Silhouette animation.
7. (a) "Animation is all about exaggeration and entertainment". Justify the statement with any relevant examples from your experience. 10
- (b) Write in details how to execute your own animation clips in proper steps of the production pipeline. 10

