

Total number of printed pages: Programme(UG)/2<sup>nd</sup> Semester/UMCD203

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 do you design characters for Animation storytelling? Discuss some techniques.	6
	b)	Which principle is regarded as “Larger than life” and why?	6
	c)	Differentiate Primary action and Secondary action with examples.	6
	d)	What do you mean by phrasing?	2
2.	a)	Explain Line of Action and Path of Action with suitable example.	8
	b)	Describe the importance of Good staging with any relevant example of your own.	8
	c)	What is Ease In and Ease out?	4
3.	a)	How is the sound effects design for animation characters? Give any example.	6
	b)	Who started Cut out animation and Silhouette animation style?	6
	c)	What is a Model sheet?	4
	d)	What do you mean by frame rate and why is it important?	4
4.	a)	What is a Multi-plane Camera technique? How does it help in the storytelling?	6
	b)	Name any two early optical animation devices and their functions.	6
	c)	“Timing and Spacing are very important part in animation.” Elaborate with your own example with proper supportive illustration.	8

5.	a)	What is Pre-production? Why is it an important part of the production pipeline?	8
	b)	Explain Appeal and Solid drawing with relevant examples.	6
	c)	What is Traditional animation and how hard is it to execute in the medium?	6
6.		Choose any two from the following -	10x2=20
	a)	The complete process of making an own animated clip.	
	b)	Use of visual culture in animation storytelling.	
	c)	Animation acting concept and how to generate believable characters in animation storytelling.	

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