Total No. of printed pages = 4

19/3rd Sem/UMCD303

2021

2D ANIMATION TECHNIQUES

Full Marks – 100

Time – Three hours

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

Answer any *five* questions.

1. (a) What are symbols ? Why do we use them for animation ?   6

   (b) Why is distribution to layers important after rigging ?   6

   (c) What is Masking ? Give any one example of its use in animation.   4

   (d) Explain the use of the edit multiple frames option with an example.   4

2. (a) What are the different types of buttons ?   4

   (b) How can we stop the timeline playing in loop in the output file ?   4

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(c) What is meant by limited animation style ? Why was it developed ? 6

(d) Explain the use of onion skin with any example of your own. 6

3. (a) Answer the following questions in one word/sentence each : 1×5=5

   (i) What is the default output file of the Flash document ?

   (ii) A car driving very fast applies brake for the speed breaker and slow downs. What is the animation principle applied here ?

   (iii) The process of finding the main lip shape according to the dialogue for lip sync is called what ?

   (iv) What is the automatic process to make the animation smoother with the software known as ?

   (v) In order to open the same library assets in a new file, what should we do ?

(b) What is a nested animation and how does it help ? 5

(c) Describe in details how to create a progressive walk cycle in Flash. Give illustrated examples wherever necessary. 10
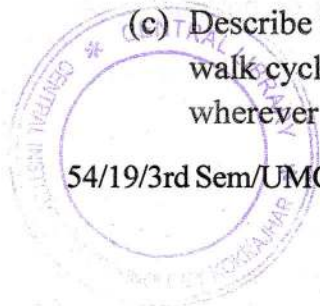
4. (a) Explain the principles applied in the double pendulum animation. 5

(b) What is an Instance ? How do we edit it without affecting the originality ? 5

(c) How do we reuse a rigged and nested animation graphic content for different action sequences ? Give any suitable example. 10

5. (a) Discuss Timing and spacing in details with an example. 5

(b) What are the different Fps system ? Which format do we follow in Adobe Flash animation by default ? 5

(c) What are the animation principles applicable for animating a character that jumps down from a higher position to the ground and hurts his foot and yells ? Illustrate the key poses and explain in details. 10

6. (a) Write short notes on any *two* of the following : 5×2=10

(i) The use of shape tween in animation.

(ii) The different types of animation in flash ?

(iii) An Inverse kinematic with an example.

(iv) Rigging a character using bone tool in Flash with an example.

(v) Motion tween with an example.

(b) "Sita sings the blue" has a very unique style of execution. Explain the different styles of animation used in the film and also discuss in your own words about the storytelling form. 10

7. (a) How does Flash animation become popular even though it was developed for different purpose ? Who revolutionized the software for animation ? Give relevant examples to justify your answer. 10

(b) Explain in details the difference between a 2d classical animation and the 2d digital animation process. Also discuss the advantages and the disadvantages of each. Give your statement on any contemporary famous film or series of your choice in support to the medium. 10