Total number of printed pages:2

Programme(UG)/3rd Semester/UMCD303

2022

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 is a COG and how is it important in animation?	6
	b)	Differentiate Full and Limited animation style with relevant examples.	6
	c)	What are the two things that made animation possible? Give an example for	4
		each.	
	d)	What is persistence of Vision? How is it related to animation?	4
2.	a)	Who is regarded as the father of Indian animation and why?	5
	b)	What do you mean by "Tradigital animation"? Why is it called so?	7
	c)	Describe the different types of animation that can be done in Adobe Flash	8
		with an examples of each	
3.	a)	Explain Pin library and how is it helpful?	6
	b)	What are symbols and why are they important?	7
	c)	Write down all steps for animating a Double pendulum using Adobe Flash	7
		and the principles used in the process.	
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4.	a)	How is the Lip synchronization done in the 2d digital animation? Explain.	6
	b)	Elaborate in details the process of converting a walk cycle to a progressive	8
		walk and then reuse the same rig for different action. Draw drawings to	
		support your answer wherever necessary.	
	c)	What are the different types and states of a Button? Explain in brief.	6
5.	a)	How do you scale multiple frames in the timeline? State the tools and	6
		techniques used.	

	b)	Explain the use of exaggeration in animation with any relevant example of your own.	6
	c)	Discuss the process of rigging for 2d character animation in Adobe Flash and the steps in details with proper supporting illustrations.	8
6.	a)	Describe masking concept with any relevant example.	6
	b)	How can you apply all 12 principles of animation on a single animation? Explain from your own experience.	8
	c)	What is Nested Animation and how does it work? Give your own example.	6
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