Total number of printed pages: 02 Programme (UG)/1st/UMCD303

2024

2D ANIMATION TECHNIQUE

Full Marks : 100

Time : Three hours

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

Answer any five questions.

1.	а	Explain briefly about any five types of animation technique.	10
	b	Give a brief note on history of animation.	10
		ППЛ	
2	Wr	ite short notes on the following.	
	а	Zoetrope	5
	b	Clay animation	5
	с	Flip book	5
	d	Stop motion	5
3	a	List out all the 12 principles of animation.	10
	b	Describe any two principles of animation.	10
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4	Des	scribe briefly the following terms in 2D animation technique	
	a	Concept development	5
	b	Storyboard creation	5
	c	Animatic creation	5
	d	Compositing	5
5	Wi	th the help of an example describe the following in 2D animation.	
	а	Pre-production phase.	8
	b	Production phase.	6
	с	Post-production phase.	6

6	a	Describe how Special Effects (SFX) done in 2D animation.	10
	b	Describe how Rendering done in 2D animation.	10
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7	7 Describe your Design Studio project with appropriate detailing.		20

