

2023

ANIMATION PRODUCTION DESIGN

Full Marks : 100

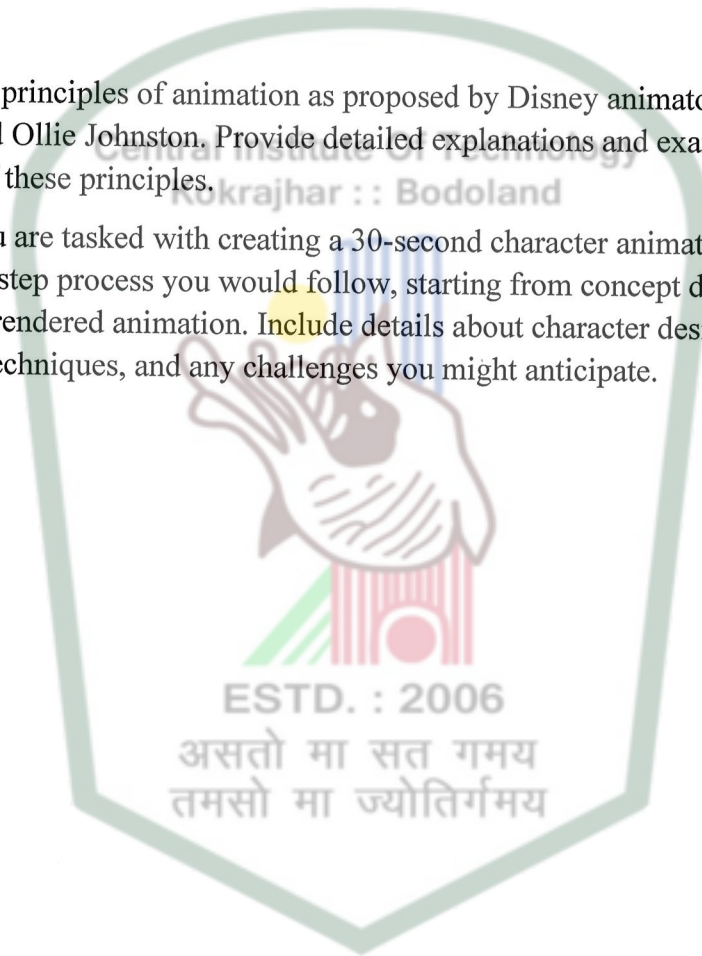
Time : Three hours

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

Answer any five questions.

- Central Institute Of Technology
Kokrajhar : Bodoland
ESTD : 2006
असतो मा सद् गमय
सत्यमेव जयते
1. a) Explain the role of a storyboard in animation production. 10
b) How does it contribute to the overall workflow, and why is it considered a crucial step in the pre-production phase? 10
 2. a) What is the typical workflow for 2D animation production? 12
b) What is the role of a director in animation production? 08
 3. a) What are the main differences between 2D and 3D animation production processes? 10
b) Discuss the concept of “anticipation” and “exaggeration” in 2D animation and provide an example of its use with diagram. 10
 4. a) Discuss the impact of technology on contemporary animation production. 08
b) How have advancements in software and hardware influenced the industry, and what challenges and opportunities do animators face in this digital era? 10
 5. a) Describe the role of a "skeleton" or "rig" in 3D character animation. 05
b) Explain the difference between “forward kinetics” (FK) and “Inverse Kinematics” in character rigging. 15
 6. a) Explain the importance of character design in 2D animation. 06
b) How does a well-designed character contribute to the success of an animation project? 08
 7. Write short notes on any two of the following 10x2=20

- a) Spotlight
 - b) Extrude and Bevel
 - c) Insert edge loop tool
 - d) Hypershade in Maya
7. a) Describe the concept of “ green screen” or “ Chroma key” in VfX, and how is it used in animation production? 12
- b) What is the purpose of “ masks” in compositing, and how do they work? 08
8. Discuss the principles of animation as proposed by Disney animators Frank Thomas and Ollie Johnston. Provide detailed explanations and examples for at least five of these principles. 20
9. Imagine you are tasked with creating a 30-second character animation. Outline the step-by-step process you would follow, starting from concept development to the final rendered animation. Include details about character design, rigging, animation techniques, and any challenges you might anticipate. 20



Total number of printed pages:2 Programme (D)/Semester 3rd / DHSS302

2023

SUBJECT NAME: Engineering Economics and Accountancy

Full Marks: 100

Time: Three hours

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

Question number 7 is compulsory and Answer any four from the rest.

1. Answer the following Questions: 4X5 = 20
- (a) Why is the scarcity definition of Economics considered as one of the widely accepted definitions in Economics? ----- Explain.
- (b) State and explain of the Law of Demand.
- (c) Explain the various types of pricing policy.
- (d) Explain the various objectives of Accounting.
- (e) Write the differences between Journal and Ledger.
2. (a) What is wealth? Discuss the various characteristics of wealth. 2+8 = 10
- (b) What do you mean by the term utility? Explain the various types of utility. 2+8 = 10
3. What is Production function? State and explain the Law of Supply with a suitable diagram. Explain the various functions of Commercial Bank. 2+10+8 = 20
4. (a) What is National Income? Explain the various functions of money. 2+8 = 10
- (b) What do you mean by factors of production? Discuss the basic characteristics of Labour. 2+8 = 10
5. (a) What is the meaning of the term 'Account'? Explain the rules of 'Debit' and 'Credit' under different types of accounts. 2+ 8 = 10
- (b) Define Assets. Explain the various types of Assets with example. 2+8 = 10
6. (a) What do you mean by Errors? Explain the different types of Errors in accounting process. 2+ 8 = 10
- (b) What do you know about Financial Statement? Write the distinction between capital expenditure and revenue expenditure. 2+ 8 = 10