

*Total number of printed pages: 2*

**Programme(UG/2nd/UMD202)**

**2025**

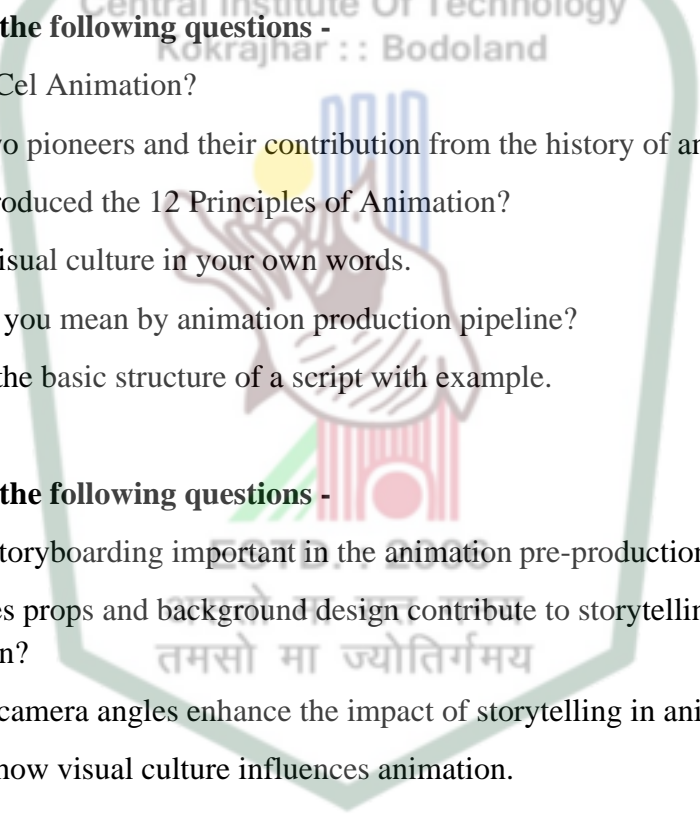
**Fundamentals of Animation Design**

*Full Marks: 100*

Time: Three hours

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

*Answer any five questions.*

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1. a) Answer the following questions - 5 x 2=10
- i) What is Cel Animation?
  - ii) Name two pioneers and their contribution from the history of animation?
  - iii) Who introduced the 12 Principles of Animation?
  - iv) Define visual culture in your own words.
  - v) What do you mean by animation production pipeline?
- b) Discuss the basic structure of a script with example. 4+6=10
2. a) Answer the following questions - 4 x 5=20
- i) Why is storyboarding important in the animation pre-production process?
  - ii) How does props and background design contribute to storytelling in animation?
  - iii) How do camera angles enhance the impact of storytelling in animation?
  - iv) Explain how visual culture influences animation.
3. a) Analyse the significance of pre-cinema mechanical devices in the development of animation 10
- b) Discuss the impact of digital revolution and technological advancements on animation techniques over the decades. 10
4. a) Explain the step-by-step process of pre-production in animation, from scripting to animatic. 10

- b) What is the primary difference between 2D and 3D animation pipelines? 10
5. Draw a mad scientist character and write a character bible using the following guidelines– 5+5+5+5
- i) Appearance
  - ii) Personality
  - iii) Habits, likes/dislikes
  - iv) Past, family background and present lifestyle.
6. Discuss the following - 2x10=20
- i. The three important aspects of animation (pose, timing & spacing)
  - ii. Difference between Cel Animation and Cut-out Animation.
7. Explain any four of the 12 principles of animation with examples and illustrations. 20

