

[illegible]

Total No. of Questions : 09

PRINCIPLES OF ANIMATION

M.Code : 14002

Date of Examination: 12-01-2023

Max. Marks : 60

1. **SECTION-A is COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
2. **SECTION-B** contains **FIVE** questions carrying **FIVE** marks each and students have to attempt any **FOUR** questions.
3. **SECTION-C** contains **THREE** questions carrying **TEN** marks each and students have to attempt any **TWO** questions.

1. Write short notes on :

- a. Zoetrope
- b. Model Sheet
- c. Fade in
- d. Clean ups
- e. Dead lines
- f. Squash
- g. Clay modeling
- h. Team work
- i. Secondary Action
- j. Slow out.

SECTION-B

2. What is the basic procedure for cell animation?
3. What do you mean by illusion of movement and persistence of vision?
4. Give a brief account of the evolution in the field of animation from cave paintings to the current industry.
5. Do drawing skills help an animator to be successful? Discuss.
6. Explain **any 3** mediums of animation with examples.

SECTION-C

7. Discuss various skills of an animation artist.
8. What are the essentials and qualities for a good animated character?
9. Discuss follow through and overlapping actions.

NOTE : Disclosure of identity by writing mobile number or making passing request on any page of Answer sheet will lead to UMC against the Student.