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Total No. of Pages: 02

Total No. of Questions: 11

Master of Science (Multimedia) (Sem. – 1)

**PRINCIPLES OF ANIMATION**

Subject Code: MAMT-18-101

M Code: 75790

Date of Examination : 14-01-2023

Time: 3 Hrs.

Max. Marks: 70

**INSTRUCTIONS TO CANDIDATES:**

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

**SECTION-A**

**1. Write Briefly:**

- a) Scene timing
- b) Virtual reality
- c) Oscillations
- d) Arcs
- e) Drama
- f) Tom & Jerry
- g) Animating to Music
- h) Storyboard
- i) Fade-in
- j) Keyframes

## **SECTION-B**

2. Give a brief account of the evolution in the field of animation from cave paintings to the current industry.
3. What are rough drawings? Explain their usage in animation.
4. How does slow in and slow out relate to real life?
5. What do you mean by illusion of movement and persistence of vision?
6. Write short note on: Anticipation & Staging.
7. What do you mean by Appeal? Explain briefly.
8. What do you mean by tweening?

## **SECTION-C**

9. What are the essentials and qualities of a good animator?
10. Describe the principles of animation stated by the famous animator John Lasseter.
11. Discuss the use of animation in film making nowadays.

**NOTE : Disclosure of Identity by writing Mobile No. or Marking of passing request on any paper of Answer Sheet will lead to UMC against the Student.**