



PAPER ID-410736

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Subject Code: BGMV631

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B. VOC.

(SEM III) THEORY EXAMINATION 2021-22

PRINCIPLES OF ANIMATION AND TECHNIQUES OF ANIMATION

Time: 3 Hours

Total Marks: 70

Note: 1. Attempt all Sections. If require any missing data; then choose suitably.

SECTION A

1. Attempt *all* questions in brief. **1x6=6**

- What is the main purpose of the principles of animation?
- What is the purpose of the Squash and Stretch principle?
- What does the process of Anticipation do for Animation?
- What is the Arc principle applicable in the field of Animation?
- Mention the concept of Thumb nails in Animation.
- What are the essentials qualities for a good animated character?
- What is the necessity of Body language in Animation?

SECTION B

2. Attempt any *three* of the following: **3x3=9**

- Describe Follow through and Overlapping action.
- What is the difference between Straight ahead action and pose to pose in Animation?
- How is staging applied to Animation? How is it similar to theatre?
- How does slow in and slow out create realism in Animation?
- Why is it important to employ a Level of restraint when using Exaggeration?

SECTION C

3. Attempt any *one* part of the following: **3x1=3**

- What does Solid drawing mean in Animation?
- What are Primary action and Secondary actions as they represent the Animation as a whole?

4. Attempt any *one* part of the following: **3x1=3**

- What are the fundamentals of Design in Animation? Explain any three of them.
- Explain the concept of Slow in-Slow out while performing Animation.

5. Attempt any *one* part of the following: **3x1=3**

- Write a short note on Follow Through action while performing Animation.
- Mention the process of brief account of the evolution in the field of animation from cave paintings to the current industry.

6. Attempt any *one* part of the following: **3x1=3**

- Describe a storyboard panel with an illustrated example (A 3 panel sheet) in the Animation Process.
- Explain Antic-Action-Settlement with the help of basic illustrations-one for each in Animation.

7. Attempt any *one* part of the following: **3x1=3**

- Write a Short note on the different Digital color modes used in Animation.
- Discuss the terms B.G., F.G. and M.G in layouts in the field of Animation with the help of a diagram.