

324104

January 2023

**B.Sc. (Animation & Multimedia) Ist Semester
Traditional Animation-I (BSC-AM-19-105)**

Time: 3 Hours]

[Max. Marks. : 75

Instructions :

1. *It is compulsory to answer all the questions (1.5 marks each) of Part-A in short.*
2. *Answer any four questions from Part-B in detail.*
3. *Different sub-parts of a question are to be attempted adjacent to each other.*

PART-A

1. (a) What is gesture drawing? (1.5)
- (b) What is perspective drawing? (1.5)
- (c) What is still life drawing? (1.5)
- (d) Name the first computer animated film. (1.5)
- (e) What is HL in perspective drawing, explain? (1.5)
- (f) What is line of action? (1.5)
- (g) Name the first feature length animation by Walt Disney? (1.5)

- (h) What is free hand drawing? (1.5)
- (i) What is Stop Motion? (1.5)
- (j) Explain pose to pose sketching. (1.5)

PART-B

- 2. (a) Draw a set of three boxes of different sizes in one point perspective. (10)
- (b) Using basic geometric shapes draw a chair. (5)
- 3. (a) Explain Flip Book. (5)
- (b) Draw and explain the human proportion. (10)
- 4. Explain line of action. Draw five poses of each of line of action. (15)
- 5. (a) Briefly explain Cave painting. (5)
- (b) Explain the proportion of face. Draw five different expressions of face. (10)
- 6. (a) Explain the importance of poses in animation. (10)
- (b) Explain the theory of Zoetrope. (5)
- 7. Explain gesture drawing. Making five gestures drawing (stick and geometric). (15)