324503

December 2023
BSC (Animation) 5th Semester.
Advanced 2D Animation (BSC-AM-19-503)

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 tool was used to flip the layer to the opposite direction?   (1.5)

   (b) How do you create a new symbol?   (1.5)

   (c) The smooth transitions between keyframes are referred to as?   (1.5)

   (d) What should you do if you want your animation to proceed at a slower pace?   (1.5)

   (e) What are nested animations?   (1.5)

   (f) The three types of symbols you can create with in an Animate CC project are Graphic, Button, and .... ?   (1.5)

(g) When importing a bitmap image into Animate, which format should you choose for an image that includes transparency? (1.5)

(h) Where does all the action take place in Adobe Animate? (1.5)

(i) What is the shortcut to convert something to a symbol? (1.5)

(j) You want to add a fill to a shape outline on the Stage. Which tool should you use? (1.5)

PART–B

2. (a) Make a 6 frame story board. (10)
   (b) Draw 5 Facial Expressions. (5)

3. (a) Make Bomb Explosion Frame by Frame. (5)
   (b) Draw Human Walk cycle poses. (10)

4. What do you mean by 'Anicipation', explain with an example. (15)

5. (a) What do you mean by rigging? Explain. (5)
   (b) Draw the inbetweens of the ball bouncing. (10)

6. (a) Explain the interface of Animate CC. (10)
   (b) Draw 3 poses of Quick Drawing. (5)

7. What do you mean by Animatics? Where animatics are used in 2D animaton? (15)