

March 2022
M. Sc (AM)-I SEMESTER
Animation Art (MSC-AM-21-101)

Time: 90 Minutes

Max. Marks:25

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

PART -A

- Q1 (a) What does anticipation do for animation? (1)
 (b) What is a storyboard? (1)
 (c) What is the purpose of the squash and stretch principle? (1)
 (d) Storyboarding can be used in web and project development. True or false? (1)
 (e) How does animation affect society? (1)
 (f) What does the arc principle apply to? (1)
 (g) Describe why timing is important. (1)
 (h) What does solid drawing mean? (1)
 (i) It's impossible to use a Line of Action if the character is standing Still. True or false? (1)
 (j) What is the main purpose of the principles of animation? (1)

PART -B

- Q2 (a) What are the advantages and disadvantages of animation? (3)
 (b) What are storyboards used for? (2)
- Q3 (a) What is pose to pose sketching? (2)
 (b) Describe follow through and overlapping action? (3)
- Q4 What can animation be used for? (5)
- Q5 (a) How does slow in and slow out create realism in animation? (3)
 (b) How do you structure a storyboard? (2)
- Q6 (a) What is important to a character when it concerns appeal? Why? (2)
 (b) What is the dope sheets and production folders? (3)