

May-2026

**B.Sc. Animation and Multimedia – II SEMESTER
Traditional Animation-I (BSC-AM-23-202)**

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

- Q1 (a) Define traditional animation. (1.5)
- (b) What is meant by timing in animation? (1.5)
- (c) Explain the principle of Squash and Stretch. (1.5)
- (d) What is Slow In and Slow Out? (1.5)
- (e) Define Arc and its importance in animation. (1.5)
- (f) What is Follow Through? (1.5)
- (g) What is Overlapping Action? (1.5)
- (h) Explain the purpose of Anticipation in animation. (1.5)
- (i) Differentiate between Straight Ahead Action and Pose-to-Pose Animation. (1.5)
- (j) What is Appeal in character animation? (1.5)

PART -B

- Q2 (a) Explain the history and development of traditional animation with suitable examples. (10)
- (b) Discuss the role of timing in animation. How does timing affect the weight, speed, and emotion of a character? (5)
- Q3 (a) Explain the principles of Squash & Stretch and Slow In & Slow Out with suitable illustrations. (5)
- (b) Describe the principle of Arc. Explain how arc-based motion creates realistic animation. Illustrate with a pendulum example. (10)
- Q4 Explain the use of a Light Box in traditional animation. Discuss its importance in flipbook and cel animation production. (15)
- Q5 (a) Explain the principle of Anticipation. Discuss its role in improving audience understanding of an action. (5)
- (b) Describe the process of creating a bouncing ball animation using animation principles such as Timing, Squash & Stretch, and Arc. (10)

- Q6 (a) Discuss the importance of Solid Drawing in traditional animation. Explain how drawing skills contribute to believable character movement. (10)
- (b) Explain the principles of Exaggeration and Staging. How do these principles improve visual communication? (5)
- Q7 Compare Straight Ahead Action and Pose-to-Pose Animation. Discuss the advantages and limitations of each approach. (15)
