

Roll No.

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324404

May-2026

B.Sc. Animation and Multimedia-IV SEMESTER

Visual and Verbal Storytelling

(AMU-208-V)

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) Define visual storytelling in the context of animation and multimedia. (1.5)
- (b) What is verbal storytelling and how does it complement visual narration? (1.5)
- (c) Explain the significance of storytelling in animation projects. (1.5)
- (d) What is meant by narrative structure? (1.5)
- (e) What are the basic principles of effective dialogue writing? (1.5)
- (f) How does dialogue contribute to character development? (1.5)

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- (g) Mention one key difference between storytelling in 2D and 3D animation. (1.5)
- (h) What is interactive storytelling? (1.5)
- (i) What is visual-verbal integration in storytelling? (1.5)
- (j) Explain the role of transitions in storytelling. (1.5)

PART-B

- 2. (a) Discuss the relationship between visual and verbal storytelling elements and explain how they work together to create meaningful narratives. (10)
- (b) Explain various techniques used for story development in animation and multimedia projects. (5)
- 3. (a) Analyze narrative structures commonly used in animation storytelling. Discuss their strengths and limitations. (5)
- (b) Explain the process of developing a story arc, including beginning, conflict, and resolution, with suitable examples. (10)
- 4. Write a story concept and key dialogues for an animated sequence that focuses on character development through verbal storytelling. Justify how the dialogue enhances plot progression and emotional depth. (15)
- 5. (a) Discuss the importance of pacing in storytelling. How does pacing affect audience engagement? (5)
- (b) Explain the principles of effective dialogue writing and analyze their role in strengthening storytelling. (10)

- 6. (a) Discuss scripting for animation. Explain how scripts differ for animated content compared to live-action media. (10)
 - (b) Discuss storytelling techniques used in different animation and multimedia genres such as 2D animation, 3D animation, and interactive media. (5)
 - 7. Develop a story outline for an animation project in any genre (2D, 3D, or interactive media) where visual and verbal elements are equally balanced. Explain the story arc, conflict, resolution, and integration of visuals with dialogue. (15)
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