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May-2026

B.Sc. Animation and Multimedia - II SEMESTER

Traditional Animation-I

(AMU-104-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.*
4. *Use a separate drawing sheet for all drawing-based questions and clearly label each diagram with proper pencil work only.*

PART–A

1. (a) Define traditional animation and explain its relevance in modern animation education. (1.5)

(b) What is timing in animation and why is it considered a fundamental principle? (1.5)

(c) Explain the concept of Slow In and Slow Out. (1.5)

(d) What is the function of a light box in traditional animation workflow? (1.5)

(e) Define appeal in animated characters. (1.5)

(f) What is meant by solid drawing in traditional animation? (1.5)

(g) Explain the principle of staging in visual storytelling. (1.5)

(h) What is exaggeration in animation principles? (1.5)

(i) Differentiate between Straight Ahead Action and Pose to Pose animation. (1.5)

(j) What is Anticipation and how does it prepare the audience for action? (1.5)

PART–B

2. (a) Explain the evolution and importance of traditional animation techniques in the animation industry. (10)

(b) Discuss the principle of timing in detail. Explain how spacing and frame distribution affect motion quality.(5)

3. (a) Analyze the principles of Squash and Stretch and Arc. Explain how they contribute to believable animation. (5)

(b) Draw and explain the use of overlapping action in a character with secondary elements such as hair or cloth. (10)

4. Explain all major principles of animation used in Traditional Animation I. Support your answer with well-labeled sketches wherever applicable. (15)

5. (a) Discuss Anticipation and Secondary Action with suitable animation-based examples. (5)

(b) Compare Straight Ahead Action and Pose to Pose animation techniques. Explain their advantages and limitations. (10)

6. (a) Explain Follow Through and Overlapping Action. Discuss their role in achieving natural motion. (10)

(b) Illustrate and explain a bouncing ball animation showing correct use of timing and squash and stretch. Label key frames and in-betweens. (5)

7. Describe the complete process of creating a traditional cell animation using a light box, from planning to final output. Include diagrams/sketches to explain the workflow. (15)