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Total Pages : 3

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May-2026

B.Sc. Animation and Multimedia-IV SEMESTER

Character Development (AMU-202-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 character development in the context of animation and visual storytelling. (1.5)

(b) Why is shape language important in defining a character's personality? (1.5)

(c) What is the role of basic shapes in creating volumetric characters? (1.5)

(d) Explain the concept of silhouette readability in character design. (1.5)

(e) Define color scheme and its psychological impact on character perception. (1.5)

(f) What role do outfits play in communicating a character's background and role? (1.5)

(g) Explain the importance of facial features in character recognition. (1.5)

(h) What is a model sheet in character design? (1.5)

(i) Why are turnarounds essential in animation production? (1.5)

(j) Explain the purpose of creating a character from a storyboard scene. (1.5)

PART–B

2. (a) Draw 5 action poses of a character performing different movements. Explain how body language and pose exaggeration communicate character attitude. (10)

(b) Analyze how facial expressions and body language work together to convey emotion and personality. (5)

3. (a) Explain the process of refining character designs with respect to facial features, costumes, and color schemes. (5)

(b) Discuss the purpose and structure of a production bible in an animation project. (10)

4. Create 10 distinct silhouettes for a single character using different shape languages (circle, square, triangle). Briefly explain how each silhouette reflects a different personality trait. (15)

5. (a) Discuss the importance of visual consistency while refining multiple characters within the same project. (5)

(b) Illustrate 10 different facial expressions for one character showing varied emotions. Explain how facial features change to convey mood and personality. (10)

6. (a) Explain the end-to-end workflow of character development for an animated project, starting from silhouette exploration to the final production bible. Support your answer with suitable examples. (10)

(b) Discuss the complete process of designing a character using shapes and silhouettes, from initial exploration to final selection. (5)

7. Design a model sheet including one neutral pose, one dynamic pose, and key costume details. Explain how model sheets help maintain animation consistency in production. (15)