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M.Sc. Animation

3rd SEMESTER/ 2nd YEAR

SUBJECT NAME: Designing Concept-III

SUBJECT CODE: M.Sc.(ani)-302CC10

[Time : 3:00 Hours]

[Max. Marks : 70]

I Long Questions: Attempt any three questions.

 $(10 \times 3 = 30)$

1. Describe the process of character design and the key steps involved in creating unique, original characters. How does silhouette, personality, and anatomy contribute to designing characters that stand out?
2. Explain how drawing serves as a foundation for animators. What essential skills does drawing provide that are necessary for successful animation?
3. Analyze how body language and posture can convey emotions in character design. How does it compare to facial expressions in terms of communication and impact on storytelling?
4. Discuss the key features of the user interfaces in Illustration and what functions do they serve for the user.
5. What are the key anatomical features of the face that contribute to conveying different emotions? Provide a detailed explanation of how the position and movement of each feature can alter the expression.

III Short Questions: Attempt any five questions. (5X5=25)

1. What is the main purpose of storyboarding in animation?

2. Analyze the key landmarks and proportions for drawing the human head. Discuss the positioning of the eyes, nose, mouth, and ears in relation to each other and the rest of the head.
3. Explain the concept of "exaggeration" in gesture drawing. How can pushing the extremes of a pose create more dynamic, energetic figures?
4. What are the primary differences between physical, verbal, and emotional action/reaction sequences in storytelling? How does each type contribute to narrative development?
5. How does breaking down a pose into basic shapes help artists in the initial stages of gesture drawing? What are the benefits of using shapes to define the human form?
6. Describe the use of Photoshop in image editing. Explain using step by step process.

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M.Sc. Animation

3rd SEMESTER/ 2nd YEAR

SUBJECT NAME: History of Animation

SUBJECT CODE: M.Sc. (ani)-301CC9

[Time : 3:00 Hours]

[Max. Marks : 70]

I Long Questions: Attempt any three questions. (10X3=30)

1. Create a timeline that illustrates the evolution of early animation techniques from cave paintings to the invention of the zoetrope. Include key milestones and discuss their importance.
2. Explore the cultural impact of iconic characters like Bugs Bunny and Mickey Mouse. In what ways did these characters transcend their animated origins to become symbols of broader cultural movements?
3. Investigate how the legacy of the Silent Era and Golden Age has influenced contemporary animation styles and technologies. Provide examples of modern works that reflect these early innovations.
4. Analyze the significance of 3D animation techniques in contemporary filmmaking. How did advancements in software and motion capture technology influence character development and storytelling?
5. Discuss the role of Technicolor in the evolution of animation. How did the introduction of color enhance the storytelling and aesthetic appeal of animated films during the Golden Age?

II Short Questions: Attempt any five questions. (5X5=25)

1. Describe the impact of synchronized sound on animated films. How did it change audience engagement?
2. What was the main storytelling technique used in early animated shorts, and how did they differ from traditional live-action films?
3. What does the term "persistence of vision" mean, and why is it important for animation?
4. Describe the importance of synchronized sound in the context of early animated films.
5. What is cel animation, and how does it differ from earlier animation techniques?
6. Investigate the convergence of traditional and digital animation techniques. How has this blending influenced contemporary animation styles and narratives? Provide specific examples.

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Explain the differences in body proportions between a child and an adult. How does the length of the limbs and the size of the head vary in children compared to adults?

II Very Short Questions: Attempt all questions. (2X5=10)

1. What part of the body is roughly 1/8th of total body height?
2. What type of reference involves drawing from real-life subjects?
3. What type of sequence shows a cause-and-effect relationship in visual storytelling?

What is the name of the large bone that forms the thigh?
What is the general duration for short gesture drawings?

IV Multiple Choice Questions: Attempt all questions. (1X5=5)

Which of the following is a benefit of gesture drawing?

- a. It improves your ability to capture fine details.
 - b. It helps you learn about the balance and flow of the human body.
 - c. It eliminates the need for anatomical knowledge.
 - d. It allows you to focus only on background elements.
- Which of the following bones is located in the upper arm?

- a. Radius
- b. Humerus
- c. Tibia
- d. Staples

What does exaggerated action in animation typically help convey?

- a. Realism
- b. Humor or drama
- c. Physical detail
- d. Silence

What emotional reaction is commonly depicted by clenched fists and rigid posture?

- a. Fear
- b. Joy
- c. Anger
- d. Sadness

In life drawing, what is the key benefit of working with a live model?

- a. You can immediately capture the likeness of the character.
- b. It allows you to observe how the body moves and balances in real-time.
- c. You can work from a fixed pose with perfect accuracy.
- d. It helps to focus only on the facial features.

7. How did Warner Bros. differentiate its animated characters from those created by Disney during the Golden Age?

III Very Short Questions: Attempt all questions. (2X5=10)

1. What principle does the zoetrope illustrate in relation to animation?
2. Who created Felix the Cat?
3. What is a kineograph, and when was it developed?
4. In what year did Toy Story release?
5. Name one software which is commonly used for 3D animation.

IV Multiple Choice Questions: Attempt all questions. (1X5=5)

1. Which animated film is widely regarded as the first to feature synchronized sound?
 - a. Snow White and the Seven Dwarfs
 - b. Steamboat Willie
 - c. Flowers and Trees
 - d. Toy Story
2. Which film was the first feature-length movie to be entirely created using computer-generated imagery (CGI)?
 - a. Avatar
 - b. Toy Story
 - c. The Lord of the Rings
 - d. Steamboat Willie
3. Which film employed a unique blend of 2D and 3D techniques to create a visually innovative experience?
 - a. Toy Story
 - b. Avatar
 - c. Spider-Man: Into the Spider-Verse
 - d. The Secret of Kells
4. How did film festivals like Annecy and Ottawa contribute to independent animation?
 - a. They provided platforms for independent animators to showcase their work.
 - b. They eliminated the need for digital animation.
 - c. They focused primarily on 3D animation techniques.
 - d. They limited the exposure of independent animators to mainstream audiences.
5. What early animation technique was used in Southeast Asia that involved manipulating flat figures against a light source?
 - a. Kineograph
 - b. Shadow Puppets
 - c. Zoetrope
 - d. Motion Painting