UCAD 104

Total No. of Printed Pages:1

B.C.A (Semester-V)
EXAMINATION NOVEMBER 2022
Computer Science Elective
Computer Animation

[Duration : 2 Hours]

[Total Marks : 60]

Instructions:

1) All questions are compulsory.
2) Figures to the right indicate full marks.

Q.1 A. **Define the following terms:** (5×1=05)
   a) Timeline
   b) Vector graphics
   c) Digital imaging
   d) Onion skinning
   e) Motion graphics

B. **Fill in the blanks:** (5×1=05)
   a. _____ generally refers to the ability to render a three-dimensional character in two-dimensional space and give it weight, depth, and balance.
   b. _____ type of characters are usually used in publications.
   c. _____ color scheme uses three colors equally spaced around the color wheel.
   d. _____ is the amount of change that comes between each frame.
   e. _____ are used to help you to plan your digital stories.

Q.2 A. State the use of Graphic tablet and Stylus pen in animation. (02)
   B. Define Anticipation. Give an example where Anticipation principle is used for animation. (03)
   C. Explain the role of Key frames, breakdowns and in-betweens in Animation. (05)

Q.3 A. State two types of horizon's used in 3-point perspective visualization. (02)
   B. How Active optical systems are beneficial in Motion data processing? (03)
   C. Explain any five elements of drawing and design. (05)

Q.4 A. Define Hue and Chroma property of color. (02)
   B. Differentiate between RGB and CMYK color model. (03)
   C. Discuss any five principles which are applied in graphic design. (05)

Q.5 A. Define Rotoscoping. (02)
   B. What is the purpose and usage of timeline in animation? (03)
   C. Explain the tips required in creating storyboards for animation. (05)

Q.6 A. State the use of marker less technology in Motion data processing. (02)
   B. Explain any three advantages of 2D animation. (03)
   C. Write a short note on Puppetry animation. (05)

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