Duration:2 hours   **Total Marks:60**

Instructions: *i)All questions are compulsory.*
ii) Figures to the right indicate full marks.

Q.1. A. Fill in the blanks.   **(5x1=05 Marks)**

a. _____ is the art of creating 2D animation by hand on sheets of transparent plastic.

b. _____ is the equal distribution of visual weight.

c. _____ creates a visual relationship between the elements of the design.

d. _____ is the construction of the 'story': where it happens, who is involved, who says what, what events occur and when.

e. _____ known for shows like Betty Boop and Popeye, invented rotoscoping.

Q.1. B. Answer the following.   **(5x1=05 Marks)**

a. List the uses of Motion Capture.

b. Define Hard-surface modelling.

c. Define the term Rotoscoping.

d. Give an example of Stop Motion Animation.

e. Define the term 2D Animation.

Q.2. Answer the following.   **(10 Marks)**

A. What is iconic animated characters?   **(02)**

B. Write about the recording actions to animate digital character models.   **(03)**

C. Explain squash and stretch principle in Animation.   **(05)**

Q.3. Answer the following.   **(10 Marks)**

A. Define the term Typography.   **(02)**

B. Differentiate between Puppetry animation and Claymation.   **(03)**

C. Explain Additive & Subtractive Color Theory.   **(05)**

Q.4. Answer the following.   **(10 Marks)**

A. List the different types of shots.   **(02)**

B. Write about the concept of Onion skinning and purpose of timeline in animation.   **(03)**

C. Explain the principles of graphic design.   **(05)**

Q.5. Answer the following. (10 Marks)

A. What is flipbook animation? (02)

B. Differentiate between 1-point perspective and 2-point perspective. (03)

C. Explain any 5 techniques to develop a character and background creation. (05)

Q.6. Answer the following. (10 Marks)

A. What is Passive optical systems? (02)

B. What do you mean byKey frames, breakdowns and in-betweens in Animation. (03)

C. Explain any 5 tools of2D Animation. (05)

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