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Total No. of Questions : 09

BAMT (Sem.-1)
PRINCIPLES OF ANIMATION
Subject Code : AMT-102
M.Code : 14002

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is **COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
2. SECTION-B contains **FIVE** questions carrying **FIVE** marks each and students have to attempt any **FOUR** questions.
3. SECTION-C contains **THREE** questions carrying **TEN** marks each and students have to attempt any **TWO** questions.

SECTION-A

1. Write short notes on :

- a) What is animation?
- b) Thaumatrope
- c) 3-D animation
- d) Visual Artist
- e) Squash
- f) Solid drawing
- g) Layout
- h) Concept piece
- i) Storyboard
- j) Clean up

SECTION-B

2. Highlight the importance of observation.
3. Why is it essential for an animation artist to be a good listener?
4. Give your understanding of 'pose-to-pose' timing.
5. What is the use of rough drawing?
6. Why is it necessary for an animation artist to remain patient?

SECTION-C

7. Write a short history of animation.
8. Highlight the importance of gesture and facial expression in the production of animation films.
9. How are dramatic psychological effects used in animation films?

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Roll No.

Total No. of Pages : 02

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BAMT (Sem.-1)
PRINCIPLES OF ANIMATION
Subject Code : AMT-102
Paper ID : [F0327]

Time : 3 Hrs.

Max. Marks : 60

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SECTION-A

1. Write short notes on :

- a) Animation
- b) Stop motion
- c) Thaumatrope
- d) 2-D animation
- e) Mosaic
- f) Gestures
- g) Illusions
- h) Layout
- i) Storyboard
- j) Character

SECTION-B

2. Give a standard definition of Animation.
3. Why is exaggeration important in animation?
4. What are the uses of rough drawing?
5. Highlight the importance of listing.
6. Differentiate between creative and innovative.

SECTION-C

7. Discuss the basic principles of animation.
8. What is the contribution of Walt-Disney?
9. Give your understanding of ten visual terms used in animation.



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Total No. of Questions : 18

Time : 3 Hrs.

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SECTION-A

Write briefly :

1. Photo animation
2. Zoetrope
3. 3-D animation
4. Paper animation
5. Facial expression
6. Observation
7. Arcs
8. Secondary action
9. Concept
10. Fade in/out



SECTION-B

11. What is the importance of observation in animation?
12. Explain the concept of layout.
13. What are clean-ups?
14. Differentiate between 2-D animation and 3-D animation.
15. Give five examples of animation.

SECTION-C

16. What skills are required for an animation artist?
17. Mention ten landmarks in the history of animation.
18. What are different types of animation and their characteristics?

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BAMT (Sem.-1)
PRINCIPLES OF ANIMATION
Subject Code : AMT-102
M.Code : 14002
Date of Examination : 08-12-2023

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

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SECTION-A

1. Write short notes on :

- a) Stop Motion
- b) Zoetrope
- c) Tweening
- d) 3D Animation
- e) Importance of Visualization
- f) Listening
- g) Illusion of Life
- h) Anticipation
- i) Slow out
- j) Master background

SECTION-B

2. When did computer-generated animation become popular?
3. Which animation studio do you believe has had the most significant impact on the industry and why?
4. Can you name some popular examples of stop-motion animation?
5. Explain the significance of "Squash and Stretch" in animation. Provide examples of when and how it's used effectively in animation?
6. Discuss the role of "Anticipation" in creating believable and engaging animations. Provide an example of how anticipation can enhance a character's movement?

SECTION-C

7. How does motion graphics animation differ from traditional character animation?
8. Discuss the importance of "Staging" in animation. How can staging influence the viewer's focus and understanding of a scene? Provide an example of effective staging in an animated film or series.
9. What do you think the animation industry will be like in ten years?

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Total No. of Questions : 09

Subject Code : AMT-102

Date of Examination : 14-06-2024

Max. Marks : 60

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3. **SECTION-C** contains **THREE** questions carrying **TEN** marks each and students have to attempt any **TWO** questions.

1. Write short notes on :

- a. Arcs
- b. Fade out
- c. Master background
- d. Stretch
- e. Flip books
- f. Slow in
- g. Disney
- h. Stop Motion
- i. 3D Animation
- j. Importance of Visualization.

2. Why imagination is considered an asset of animator?
3. Which animation studio do you believe has had the most significant impact on the industry, and why?
4. Can you name some popular examples of stop-motion animation?
5. Explain the significance of "Squash and Stretch" in animation. Provide examples of when and how it's used effectively in animation?
6. Discuss the role of "Anticipation" in creating believable and engaging animations. Provide an example of how anticipation can enhance a character's movement?

7. What do you think the animation industry will be like in ten years?
8. How does motion graphics animation differ from traditional character animation?
9. Discuss the importance of "Staging" in animation. How can staging influence the viewer's focus and understanding of a scene? Provide an example of effective staging in an animated film or series.

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PRINCIPLES OF ANIMATION

Subject Code : AMT-102

M.Code : 14002

Date of Examination: 16-12-2024

Time : 3 Hrs.

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SECTION-A

- 1. Write short notes on:**

- a. Photo Animation
- b. Thaumatrope
- c. 2D Animation
- d. Importance of observation
- e. Gestures
- f. Innovation
- g. Pose to pose timing
- h. Slow in
- i. Storyboard
- j. Concept Piece

SECTION-B

2. What impact has animation had on popular culture?
3. What is traditional animation, and how is it different from computer-generated animation?
4. How do you ensure that your animations are in sync with the overall mood and tone of a project?
5. What is the purpose of "anticipation" in animation? How does it help to make an action more believable and engaging for the audience?
6. Discuss the role of "follow-through and overlapping action" in creating realistic movements for animated characters. Provide examples of how this principle can be applied in different types of animation?

SECTION-C

7. How does the principle of "exaggeration" contribute to the visual appeal and emotional impact of an animated scene? Provide examples of how it can be used effectively in different genres of animation?
8. In your opinion, what was the most significant technological advancement in animation history, and why?
9. How does motion graphics animation differ from traditional character animation?

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Bachelor of Science (Multimedia) (Sem.-1)

PRINCIPLES OF ANIMATION

Subject Code : AMT-102

M.Code : S14002

Date of Examination : 16-01-2025

Time : 3 Hrs.

Max. Marks : 60

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SECTION-A

1. Write short notes on:

- Photo Animation
- Cel & Paper Animation
- Model Sheet
- Importance of observation.
- Gestures
- Innovation
- Pose to pose timing
- Slow in
- Storyboard
- Concept Piece.

SECTION-B

2. What impact has animation had on popular culture?
3. Describe the different types of animation processes.
4. What is a Thaumatrope? Explain its working.
5. What is the purpose of "anticipation" in animation? How does it help to make an action more believable and engaging for the audience?
6. Explain the concept of "Pose-to-Pose" versus "Straight-Ahead" animation techniques. When might an animator choose one approach over the other and what are the benefits of each?

SECTION-C

7. How does storyboard simplify the production process?
8. Emphasize the difference between caricature, drama & humor.
9. Explain how "Follow Through and Overlapping Action" contribute to the realism of animated motion? Provide an example of a character or object demonstrating these principles.

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