LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

M.Voc. DEGREE EXAMINATION – **3D ANIMATION**

FIRST SEMESTER – APRIL 2017

16PAN1MC01- ANIMATION PRINCIPLES AND STORY DEVELOPMENT

Date: 02-05-2017   Dept. No.   Max. : 100 Marks
09:00-12:00

PART- A

I. Answer ALL the questions   **[10x2=20]**

1. Cel Animation
2. Name 2 2D movies and 2 3D movies.
3. Slow-in and Slow-out
4. 2 camera angles
5. Shortcut keys of: Transform, Info panel, Paint bucket Tool, Line tool
6. Key frame and In-between
7. Cut-out animation
8. Any 4 Pre-production steps
9. Name four vector file formats
10. CGI & FPS – Full forms

PART- B

II. Answer any FIVE questions from the following   **[5x8=40]**

11. Difference between 2D Animation and 3D Animation. List out 5 movies in each
12. Explain the principles of animation applied in Bouncing ball animation
13. Character model sheet with illustration
14. Explain:
    a. OL
    b. Hook-up
    c. Panning
    d. Loop animation
15. Describe the production process of 2D animation
16. List the different types of Symbols in "Adobe Animate" and explain them
17. What is Animatic. Explain with story-board drawing

III. Answer any TWO questions from the following   **[2x20=40]**

    18. List out 12 principles of animation and explain briefly

    19. Discuss the different types of Animation

    20. Draw key frame poses keeping in mind the animation principles that would come into effect for the following animations

        a. A swimmer jumping off the diving board

        a) The key poses in a walk cycle

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