Date: 25-10-2018   Dept. No.   Max. : 100 Marks
Time: 01:00-04:00

PART- A

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

1. Cel Animation
2. In-betweens
3. Timing
4. Animatic
5. Phenakistoscope
6. Concept of layout
7. OL & UL
8. Establishing Shot
9. Properties Panel in Adobe Animate
10. Tweening in Adobe Animate

PART- B

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

11. Draw the key poses of a bouncing ball and explain the animation principles applied.
12. Explain the differences between 2D and 3D animation.
13. Explain Storyboard with illustration.
14. Describe the Pre-production process of 2D animation.
15. Explain the different symbols in Adobe Animate
16. Discuss the different camera angles and shots.
17. Character turn-around - Explain with drawing

PART- C

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

18. List out the 12 principles of animation and explain with illustrations.
19. Describe the different types of animation with apt examples
20. Write a short story for the below situation:
    Joseph worked through his lifetime for a 2BHK home, and when he bought it….

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