LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

B.M.M. DEGREE EXAMINATION – ANIMATION

FIRST SEMESTER – NOVEMBER 2023

UMM 1501 – PRINCIPLES OF ANIMATION

Date: 01-11-2023   Dept. No.   Max. : 100 Marks
Time: 09:00 AM - 12:00 NOON

SECTION A - K1 (CO1)	
Answer ALL the Questions	**(10 x 1 = 10)**
1.	**True or False**
a)	Multi-texture describes the blending of texturing in multiple software.
b)	Optical zoom involves a physical camera lens movement, which changes the apparent closeness of the image subject by increasing the focal length.
c)	Animation earlier was called phenakistiscope.
d)	Walt Disney wrote the book twelve basic principles of animation in the year 1921.
e)	Pre-rendering is the process in which video footage is not rendered in real-time by the hardware that is outputting or playing back the video. Instead, the video is a recording of footage that was previously rendered on different equipment.
2.	**Match the following**
a)	Quadrupedalism - Walt Disney
b)	Machinima - Autodesk Maya
c)	Animatic - 4 Leg Walk
d)	3D Animation - Animated Storyboard
e)	Ubbe Ert Iwwerks - Real-Time Computer Graphics Engine
SECTION A - K2 (CO1)	
Answer ALL the Questions	**(10 x 1 = 10)**
3.	**Fill in the blanks**
a)	_____ is an optical illusion that occurs when the human eye continues to see an image after it has disappeared from view. It's also known as retinal persistence.
b)	A _____ is an editing transition that gradually replaces one image with another.
c)	_____ is the strategic attempt to enhance systems, services, organizations, and activities by creating similar experiences to those experienced when playing games to motivate and engage users.
d)	_____ is the rendering of data that may vary dynamically and allows a user to view the data from multiple perspectives.
e)	_____ is a form of art that involves the spectator in a way that allows the art to achieve its purpose. Sometimes it allows the observer to walk through, over or around them.
4.	**Definitions**
a)	Animation
b)	X-Sheet
c)	Cutaway

d)	Post-Production
e)	Story Board

SECTION B - K3 (CO2)	
Answer any TWO of the following	**(2 x 10 = 20)**
5.	Explain traditional animation.
6.	Construct a write-up on rendering.
7.	Write a note on the cel animation process.
8.	Identify the salient features of stop-motion animation.

SECTION C – K4 (CO3)	
Answer any TWO of the following	**(2 x 10 = 20)**
9.	Create hook-up poses for animation.
10.	Distinguish 2D animation Vs 3D animation.
11.	Creative Illustration leads to basic animation - Justify.
12.	Examine the future of animation in India.

SECTION D – K5 (CO4)	
Answer any ONE of the following	**(1 x 20 = 20)**
13.	Appraise the animation production process in detail.
14.	Evaluate the 12 basic principles of animation with examples.

SECTION E – K6 (CO5)	
Answer any ONE of the following	**(1 x 20 = 20)**
15.	Scottish-Canadian animator and director Norman McLaren said "Animation is not the art of drawings that move but the art of movements that are drawn." - Do you agree with is statement? Argue with the illustrations and examples of the animation walk cycle.
16.	Walt Disney said, "Animation is different from other parts. Its language is the language of caricature". Argue with the cumulative learning from the course Principles of Animation.

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