



Name :

Roll No. :

Invigilator's Signature :

CS/BMS/SEM-6/MMS-601-E/2010

2010

DESIGN, ANIMATION & PAGE MAKE-UP

Time Allotted : 3 Hours

Full Marks : 70

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

GROUP – A

(Multiple Choice Type Questions)

1. Choose the correct alternatives for the following : $10 \times 1 = 10$
 - i) first demonstrated that a sequence of slowly changing still images can create the illusion of motion.
 - a) Walt Disney
 - b) Eadweard Muybridge
 - c) Ram Mohan
 - d) None.
 - ii) Sans serif is a
 - a) font
 - b) type face
 - c) points
 - d) script font.



- iii) Using the sheets and the final layouts the animation process begins.
- a) dope sheet b) key sheet
c) blank sheet d) sample sheet.
- iv) Which of the following is not a classic animation type ?
- a) Clay animation b) Cell animation
c) CG animation d) Field animation.
- v) Pixel stands for
- a) pixelation b) picture element
c) picture elements d) pixel dots.
- vi) The full form of SMPTE is
- a) Society of Motion Picture and Television Engineers
b) Society of Movie Picture and Television Engineers
c) Society of Motion Picture and Telecom Engineers
d) Society of Motion Photography and Television Engineers.
- vii) Sequential output is associated with file.
- a) .avi b) .mpeg
c) .tga d) .swf
- viii) Frames must be shown at speeds of at least frames per second to give the illusion of smooth movement of frames/images.
- a) 30 b) 70
c) 12 d) 25.



- ix) Which one of the following is India's first animated feature film ?
- a) My friend Ganesha b) Lal kalo
c) Hanuman d) None of these.
- x) One of the softwares associated with video editing of an animated movie is
- a) Adobe Photoshop
b) Adobe Premiere
c) Sound Forge
d) None of these.

GROUP – B

(Short Answer Type Questions)

Answer any *three* of the following. 3 × 5 = 15

2. Outline the main similarities and differences between 2D and 3D animation.
3. What are the stages of layout planning ?
4. Write a note on Photo caption.
5. Define animation. Differentiate between classical and computer animation.
6. "Interactive Storyboarding are used to Speed-up the Content-writing Phase". Explain.

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GROUP – C

(Long Answer Type Questions)

Answer any *three* of the following. $3 \times 15 = 45$

7. Discuss the 12 principles of animation.
8. List all the major printing processes that are being used today. Describe their basic principles and working process in brief.
9. What are the Golden Rules for Interface Design ? Briefly describe each.
10. Discuss animation asset production along with its pros and cons.
11. What is animation planning ? Differentiate between traditional and computer animation with examples.

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