

C-3704

Sub. Code

83213

B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

First Semester

INTRODUCTION TO VISUAL COMMUNICATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define – Verbal Communication.
2. Define – Intrapersonal Communication.
3. What is Intercultural Communication?
4. Define – Semiotics.
5. Define Perception.
6. What is optical illusion?
7. What is Global Media?
8. List any two uses of Digital Media.
9. Define Pragmatic.
10. What is Denotation Culture?

Part B

(5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) Discuss the Concept and Techniques of Visual Communication.

Or

- (b) Write the differences between Verbal and Non-verbal Communication.

12. (a) What are the Barriers in Communication?

Or

- (b) Explain Whites Gatekeeper theory.

13. (a) Outline the Process in Design.

Or

- (b) Explain the importance of Visual Communication.

14. (a) How will you execute a good design?

Or

- (b) Write about the impact of cross-cultural Communication.

15. (a) Explain Hypodermic Needle Model.

Or

- (b) Write short note on Visual Illusion.

Part C

(3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) Explain the skills and process in Communication.

Or

- (b) Explain in detail about the types of Communication.

17. (a) Explain Schramm's model.

Or

- (b) Explain the principles of Visual Communication.

18. (a) Elaborate on the problems and challenges in Cross – Cultural Communication.

Or

- (b) Explain in detail about the functions of mass communication.

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B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

First Semester

FUNDAMENTALS OF ART

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. What is Dots?
2. Define Station point.
3. What is meant by vanishing point?
4. What is eye level?
5. Define stick figure.
6. Define texture.
7. What is foreshortening?
8. Define hue.
9. What is greyscale?
10. What is Stick figure?

Part B

(5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) Discuss about superimposed level and surface limit.

Or

- (b) How does shading play a vital role?

12. (a) Outline the types of perspective views.

Or

- (b) Write short note on linear perspective construction methods.

13. (a) Highlight the salient features of figure drawing.

Or

- (b) What are the essentials of human figure drawing?

14. (a) Write about proportion and gesture.

Or

- (b) How will you construct the front view using basic shapes?

15. (a) How will you create a Colour wheel?

Or

- (b) Discuss briefly about Quick sketches with example.

Part C

(3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) Explain the progressive method, shading and lighting.

Or

- (b) Elaborate on line of action, foreshortening and overlapping.

17. (a) Sketch out the relative proportion of various parts of the body.

Or

- (b) Explain colour psychology in detail.

18. (a) Summarise the importance of scale and proportion.

Or

- (b) Explain about the different drawing materials and their application.

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**83223/
82823**

B.Sc. DEGREE EXAMINATION
(COMMON FOR B.SC. (ANIMATION)/
B.SC. (GAME ART AND DESIGN)
APRIL 2021 EXAMINATION
&
APRIL 2020 ARREAR EXAMINATION

Second Semester

DESIGN STUDY

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Blueprints
2. Modeling
3. Hue
4. Color Wheel
5. Typeface Anatomy
6. Typesetting
7. Symmetrical design
8. Adjustment Layers in Photoshop
9. Invisibles
10. Spatial Zones

Part B

(5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) How fashion design differs from traditional design?

Or

- (b) Define Quick Sketch.

12. (a) What are the differences between cool and warm colors? Give examples.

Or

- (b) Explain the first color wheel concept derived by Sir Isaac Newton.

13. (a) Define positive space.

Or

- (b) Define in-stroke and out-stroke.

14. (a) What is asymmetrical balance in design?

Or

- (b) Define dynamic design.

15. (a) What are flow lines?

Or

- (b) What is Golden Spiral?

Part C

(3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) Explain the characteristics of a design and the designer's perspective towards the innovation.

Or

- (b) Define the Design-based learning which helps designers to enhance their models with experimental approaches.

17. (a) Explain the importance of complementary colors in design.

Or

- (b) Differentiate the analogue and digital image processing and compare the outputs.

18. (a) How to use negative space as actual design element? Explain the contemporary ideas in designing industry.

Or

- (b) Explain the uses of five kinds of layout grids used in different designs.

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B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Second Semester

DIGITAL DESIGN TECHNIQUES

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Define – Digital illustration.
2. What is bitmap?
3. What do you mean by Image sharpening?
4. State the importance of image processing.
5. List out the four digital tools.
6. Define – Anti-aliasing.
7. What is visual language?
8. State the few advantages of digital painting.
9. What do you mean by professional practice?
10. List out the few presentation format.

Part B

(5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) Explain the different types of formats.

Or

- (b) Discuss the need of software in designing.

12. (a) Give a short note on Image Processing in Design.

Or

- (b) Differentiate between Image sharpening and restoration.

13. (a) Write about different types of layer.

Or

- (b) Distinguish between raster tools and vector tools.

14. (a) Give a short note on sequential story telling method.

Or

- (b) Explain about principles of composition and design.

15. (a) How do you create and prepare art for commercial reproduction?

Or

- (b) Give a short note on history of graphic design.

Part C

(3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) Elaborate different usage of media and technique in graphic design.

Or

- (b) Describe about need of understanding bit rates.

17. (a) Explain about Anti-aliasing.

Or

- (b) Describe the need of Artistic directions.

18. (a) Elaborate the role of time management in digital design.

Or

- (b) Describe about different quality of graphic designer.

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B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Third Semester

ADVANCED ART FOR ANIMATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Whiteboard Animation
2. Emoji
3. Model Animation
4. Squash and stretch
5. Proportions
6. The alignment of the joints
7. Involuntary muscles
8. Model Sheet
9. Color Harmonies
10. Illustration

Part B

(5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) How to create a flick book?

Or

- (b) Explain six facial expressions which correspond to distinct universal emotions.

12. (a) What is an outline drawing?

Or

- (b) Define staging.

13. (a) What are the benefits of proportion reminders?

Or

- (b) What is Deformation effect in vector graphics?

14. (a) Define Ease in Ease out.

Or

- (b) What is called as secondary action in animation?

15. (a) Explain the role of color in character and scene design.

Or

- (b) Explain the artwork of a continuous narrative.

Part C

(3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) How traditional drawing techniques support the balance of computerized drawings? Explain with the art school innovations around the globe.

Or

- (b) Draw any three of the following in step by step process
- (i) Curly hair
 - (ii) Sky and cloud
 - (iii) Fruit
 - (iv) Eye
 - (v) Face.
17. (a) Why deeper understanding of anatomy is needed to animate digitigrade animals and humans? Explain.

Or

- (b) Write an essay on the breakdowns that enhance a sequence of movement from point A to point.
18. (a) Create a character from your creativity for a game and design its personalities along with the appearance details.

Or

- (b) Discuss the improvisations in creating highly realistic motion in animals or creatures, consider the efforts made by Steven Spielberg and James Cameron in their movies.

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B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Third Semester

2D AND EXPERIMENTAL ANIMATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** the questions.

1. Animation
2. Morphing
3. Rotoscoping
4. Key Framing
5. Storytelling
6. Cliches
7. Anthropomorphic
8. Uncanny
9. Anticipation
10. Appeal

Part B

(5 × 5 = 25)

Answer **all** the questions, by choosing either (a) or (b).

11. (a) Write a short note on role of animators.

Or

- (b) How is animation used in entertainment?

12. (a) Bring out the difference between 2D and 3D animation.

Or

- (b) Write a short note on Claymation.

13. (a) Mention few creative uses of cliches in recent animated movies.

Or

- (b) Write a note on traditional storytelling method.

14. (a) 'An animator is an actor with pencil' – Discuss.

Or

- (b) Mention few of your favorite anthropomorphic characters.

15. (a) Write a short note on follow through and overlapping.

Or

- (b) Write a short note on straight ahead and pose to pose actions.

Part C

(3 × 10 = 30)

Answer **all** the questions, by choosing either (a) or (b).

16. (a) Discuss about the chronological Development of Animation.

Or

- (b) Distinguish between the traditional storytelling methods and experimental storytelling method.

17. (a) Write a detailed note on popular animation techniques.

Or

- (b) Give a detailed note on the elements of well animated performance.

18. (a) Write in detail about the various principles of animation.

Or

- (b) Give a detail note on the application of Animation.

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B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Third Semester

FILM LANGUAGE AND APPRECIATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Frames
2. Screenplay
3. Motion perception
4. Film Genre
5. Characters
6. Box-office
7. Clapboard
8. DSLR Camera
9. Montage
10. Voice-over

Part B

(5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) Explain Cuts and Montage.

Or

- (b) What is the role of jump cuts in continuity?

12. (a) Explain Neorealism.

Or

- (b) What are the four aspects of Mise-en-scene?

13. (a) Explain the concept of crowd funding in cinema.

Or

- (b) Location scouting is a vital process in pre-production – Justify.

14. (a) Explain the different types of shots and angles used in films.

Or

- (b) What is the depth of field scale?

15. (a) What is POV shot in film?

Or

- (b) What is the different between diegetic and non-diegetic sound?

Part C

(3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) Take any one Third World Cinema and discuss its uniqueness and technological expressions.

Or

- (b) Due to the reality element, films have psychological impact on people – Justify.

17. (a) Differentiate the narrative forms and non-narrative forms of films with its principles.

Or

- (b) Discuss the budgeting sections which include above the line, below the line, post-production and others.

18. (a) Write an essay on the modern day development in digital film storage formats and compare it with traditional film methods.

Or

- (b) Explain the post-production process of a movie from editing desk to cinema hall.

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B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Fourth Semester

3D MODELING AND TEXTURING

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Simulation
2. Scale
3. Bevel
4. POV
5. Shadows
6. Light intensity
7. Opacity
8. Geo-visualization
9. Rendering
10. Throw Patterns

Part B

(5 × 5 = 25)

Answer **all** questions, by choosing either (a) or (b).

11. (a) What is character rigging?

Or

- (b) Explain Stop Motion animation.

12. (a) Explain viewport.

Or

- (b) Explain the skin deformation methods for interactive character animation.

13. (a) Write a note on color scripts.

Or

- (b) What is a virtual light?

14. (a) What is UV mapping in animation?

Or

- (b) Define depth in texturing.

15. (a) How will you define the depth with lighting in 2D animation?

Or

- (b) What is Multipass rendering technique?

Part C

(3 × 10 = 30)

Answer **all** questions, by choosing either (a) or (b).

16. (a) Write an essay on the stages from walk cycle to rendering.

Or

- (b) Explain the following :
- (i) overlapping action
 - (ii) squash and stretch
 - (iii) timing and spacing
 - (iv) anticipation.

17. (a) Explain the differentiate between material and texture and give a detailed note on texture mapping.

Or

- (b) Write an essay on the art of lighting, explain the animation processes to get a fine real scene through it.

18. (a) How to create an interactive animation control in mapping? Explain with users and designers perspective.

Or

- (b) Explain the modern view and linear workflow of animation with the special focus to the science of color and lighting.

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B.Sc. DEGREE EXAMINATION

ANIMATION

APRIL 2021 EXAMINATION

&

APRIL 2020 ARREAR EXAMINATION

Fourth Semester

ADVANCED ANIMATION

(2019 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 2 = 20)

Answer **all** questions.

1. Antialiasing
2. Defamer
3. Kinematics
4. Gimbal lock
5. Anticipation
6. Staging
7. Animation Smear
8. Exaggeration
9. Bezier Float
10. Resolution gate

Part B

(5 × 5 = 25)

Answer **all** questions choosing either (a) or (b).

11. (a) Write a note on why parenting is important in rigging.

Or

- (b) Elaborate the various steps involved in lamp rigging.

12. (a) Differentiate between forward kinematics and inverse kinematics.

Or

- (b) Write a note on different types of joints in character rigging.

13. (a) What is the difference between 2D animation and 3D animation?

Or

- (b) Write a short note any two principles of 3D animation.

14. (a) How is animation for games different from animation for movies?

Or

- (b) How to create idle pose for a new character in Maya?

15. (a) Mention the important considerations in Camera animation.

Or

- (b) Write a note on Animation Camera.

Part C

(3 × 10 = 30)

Answer **all** questions choosing either (a) or (b).

16. (a) Write in detail about the various steps involved in vehicle rigging.

Or

- (b) Explain the different steps involved in the Character rigging.

17. (a) Explain the different types of controls used in character rigging.

Or

- (b) Write a detailed note on Character Animation.

18. (a) Elaborate the various principles of 3D Animation.

Or

- (b) Explain in detail about the various types of camera animations.