

C-7652

Sub. Code

83213

B.Sc. DEGREE EXAMINATION, APRIL 2026.

First Semester

Animation

FUNDAMENTALS OF ART

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary goal of observational drawing?
 - (a) To memorize object dimensions
 - (b) To develop visual perception
 - (c) To apply color theory
 - (d) To construct human anatomy

2. Contour drawing helps an artist by:
 - (a) Capturing the basic structure of a subject
 - (b) Blending colors seamlessly
 - (c) Eliminating the need for shading
 - (d) Using digital techniques

3. Which element is essential for creating depth in perspective drawing?
 - (a) Flat shading
 - (b) Overlapping and placement
 - (c) Randomized scaling
 - (d) Simplified figures

4. What role does foreshortening play in perspective drawing?
 - (a) It distorts figures for dramatic effect
 - (b) It eliminates perspective distortion
 - (c) It creates an illusion of objects receding into space
 - (d) It simplifies complex forms

5. Gesture drawing is most useful for:
 - (a) Understanding proportions and movement
 - (b) Studying color harmonies
 - (c) Creating environmental backgrounds
 - (d) Applying shading techniques

6. The line of action in figure drawing helps with:
 - (a) Balancing proportions
 - (b) Establishing a dynamic pose
 - (c) Creating complex textures
 - (d) Developing environmental designs

7. Which of the following is NOT a property of color?
 - (a) Hue
 - (b) Saturation
 - (c) Texture
 - (d) Value

8. What is the purpose of using complementary colors in a design?
- (a) To create visual harmony
 - (b) To reduce contrast
 - (c) To neutralize saturation
 - (d) To emphasize black and white
9. Which concept is vital for environmental design?
- (a) Understanding different materials and their application
 - (b) Using only monochromatic colors
 - (c) Avoiding scale and proportion
 - (d) Excluding perspective from compositions
10. The Golden Ratio is often used in:
- (a) Gesture drawing
 - (b) Color mixing
 - (c) Layout composition
 - (d) Proportion analysis

Part B

(5 × 5 = 25)

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

11. (a) Discuss the importance of subject variety in observational drawing.
- Or
- (b) Explain how consistency improves drawing skills over time.

12. (a) Describe the role of proportional accuracy in perspective drawing.

Or

- (b) Explain how converging lines affect the perception of depth.

13. (a) Discuss how relative proportion influences figure drawing.

Or

- (b) Explain the purpose of using stick figures in human anatomy study.

14. (a) Describe the impact of color psychology in design.

Or

- (b) Explain the difference between warm and cool colors in artistic compositions.

15. (a) Discuss how texture application enhances environmental design.

Or

- (b) Explain the significance of scale and proportion in environmental art.

Part C

(5 × 8 = 40)

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

16. (a) Analyze the impact of value and shading on observational drawings.

Or

- (b) Explain different approaches to contour drawing and their applications.

17. (a) Discuss the differences between atmospheric and linear perspective.

Or

- (b) Explain how foreshortening contributes to creating realistic depth.

18. (a) Elaborate on the role of gesture drawing in figure drawing.

Or

- (b) Explain the step-by-step process of constructing a figure using simple geometric shapes

19. (a) Discuss the principles of digital color theory in modern animation.

Or

- (b) Explain how color harmonics enhance visual story telling in animation.

20. (a) Describe the impact of different materials in environmental design.

Or

(b) Explain how perspective and scale contribute to realistic background designs in animation.

C-7653

Sub. Code

83215

B.Sc. DEGREE EXAMINATION, APRIL 2026.

First Semester

Animation

INTRODUCTION TO VISUAL COMMUNICATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What is the primary purpose of communication?
 - (a) To create confusion
 - (b) To exchange information
 - (c) To entertain only
 - (d) To eliminate cultural differences

2. Which type of communication occurs within an individual?
 - (a) Interpersonal
 - (b) Mass
 - (c) Intrapersonal
 - (d) Group

3. Who developed the Two-step Flow Theory of communication?
 - (a) Harold Lasswell
 - (b) Paul Lazarsfeld
 - (c) Claude Shannon
 - (d) Wilbur Schramm

4. What does Schramm's Circular Model emphasize?
 - (a) One-way communication
 - (b) Feedback in communication
 - (c) Visual representation
 - (d) None of the above

5. In semiotics, what does denotation" refer to?
 - (a) Emotional meaning
 - (b) Literal meaning
 - (c) Cultural association
 - (d) Symbolic interpretation

6. Which of the following is NOT a sensory perception principle in design?
 - (a) Color psychology
 - (b) Optical illusions
 - (c) Syntagmatic aspect
 - (d) Visual thinking

7. What is 'Global Media' characterized by?
- (a) Localized influence only
 - (b) Unidirectional communication
 - (c) Multicultural content
 - (d) National restrictions
8. Which theory explains media's ability to directly influence audiences like a "needle"?
- (a) Uses and Gratification
 - (b) Two-Step Flow
 - (c) Hypodermic Needle Model
 - (d) Schramm's Model
9. What is NOT a function of mass communication?
- (a) Persuade
 - (b) Inform
 - (c) Educate
 - (d) Exclude
10. Public Relations mainly focuses on:
- (a) False propaganda
 - (b) Managing public perception
 - (c) Mass manipulation
 - (d) Personal advertising

Part B

(5 × 5 = 25)

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

11. (a) Explain the importance of visual communication in the modern era.

Or

- (b) Describe different types of communication and their significance.

12. (a) Discuss Lasswell's Model of communication with an example.

Or

- (b) Explain White's Gatekeeping Theory in mass communication.

13. (a) Define semiotics and explain its role in visual communication.

Or

- (b) Describe the significance of color psychology in design.

14. (a) Explain the impact of global media on developing countries.

Or

- (b) Discuss cross-cultural communication and its challenges.

15. (a) What are the major types of mass media? Explain their impact.

Or

- (b) Describe the Uses and Gratifications Model of media.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the barriers to effective communication with suitable examples.

Or

- (b) Analyze the role of symbols in communication and their meanings.

17. (a) Compare and contrast Schramm's and Dance's communication models.

Or

- (b) Explain the significance of technical, semantic, and pragmatic levels in communication.

18. (a) Discuss the principles of visual perception in communication design.

Or

- (b) Explain the research process in visual communication design.

19. (a) Describe the relationship between culture and communication with examples.

Or

- (b) Examine the process of public opinion formation in media.

20. (a) 'Evaluate the impact of mass media on public perception and behavior.

Or

(b) Discuss the evolution and functions of traditional and digital media.

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Sub. Code

83223

B.Sc. DEGREE EXAMINATION, APRIL 2026

Second Semester

Animation

DESIGN STUDY

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. For whom should a designer primarily consider while creating a product?
 - (a) Competitors
 - (b) Target audience
 - (c) Themselves
 - (d) Market

2. What type of solutions challenge common patterns and aim for originality?
 - (a) Stereotype
 - (b) Imitative
 - (c) Creative
 - (d) Routine

3. What is a color scheme that uses only shades of a single color?
 - (a) Achromatic
 - (b) Monochromatic
 - (c) Analogous
 - (d) Polychromatic

4. Which color scheme uses colors next to each other on the color wheel?
(a) Triads (b) Complementary
(c) Tetrads (d) Analogous
5. What is the term for the structure and detailed parts of a letterform?
(a) Kerning (b) Anatomy
(c) Family (d) Serif
6. What unit is commonly used to measure type size in typography?
(a) Inches (b) Pixels
(c) Points (d) Centimeters
7. Which type of design uses unequal elements to create visual interest while maintaining balance?
(a) Symmetrical (b) Asymmetrical
(c) Monochromatic (d) Polychromatic
8. Which concept in design involves varying visual importance to elements for dynamism?
(a) Weight (b) Texture
(c) Hue (d) Grid
9. Which tool is used to organize content systematically in a layout?
(a) Grid (b) Color
(c) Font (d) Image
10. What are pre-designed page structures used for consistent layouts called?
(a) Frames (b) Guides
(c) Templates (d) Layers

Part B

(5 × 5 = 25)

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

11. (a) Explain the significance and purpose of design in enhancing human life.

Or

- (b) Describe the key characteristics of a good design and their role in solving user problems.

12. (a) Compare warm colors and cool colors, discussing their psychological impacts on viewers.

Or

- (b) Demonstrate how analogous and complementary color schemes can be applied effectively in artwork.

13. (a) Explain the anatomy of a typeface and its significance in typography design.

Or

- (b) Describe the different measurements used in typography and their practical applications.

14. (a) Compare symmetrical and asymmetrical designs, highlighting their impact on visual storytelling in animation.

Or

- (b) Evaluate the effectiveness of asymmetrical designs in creating interest in animation compositions.

15. (a) Explain the role of grids in achieving organized and consistent design layouts.

Or

- (b) Describe the structure and importance of a grid system and templates in page design.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the essential qualities of a designer's mind required for innovative design practices.

Or

- (b) Identify methods to analyze the target audience before starting a design project.

17. (a) Analyze the concepts of triads and tetrads in color schemes with practical examples.

Or

- (b) Evaluate the use of additive and subtractive color models in digital media and printing.

18. (a) Illustrate the classifications of typefaces with suitable examples from your design work.

Or

- (b) Discuss the role of spacing and alignment in enhancing the readability of typographic content.

19. (a) Summarize the importance of understanding space while designing backgrounds in animation projects.

Or

- (b) Assess the challenges faced while maintaining balance and weight in character centric animation.

20. (a) Identify the important parts of a page layout and their functions in effective design.

Or

- (b) Illustrate methods to capture and maintain readers' attention through layout design.

C-7655

Sub. Code

83225

B.Sc. DEGREE EXAMINATION, APRIL 2026.

Second Semester

Animation

DIGITAL DESIGN TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ type of graphic use pixels to represent images
 - (a) Vector
 - (b) Bitmap
 - (c) SVG
 - (d) AI

2. _____ file format is commonly used for high-quality raster images
 - (a) AI
 - (b) PSD
 - (c) SVG
 - (d) PNG

3. _____ type of image processing involves continuous signals and voltages
 - (a) Digital
 - (b) Vector
 - (c) Analog
 - (d) Bitmap

4. _____ type of image processing involves discrete numerical data for image manipulation
 - (a) Analog
 - (b) Signal
 - (c) Restoration
 - (d) Digital

5. _____ type of tool in digital art uses pixels for image creation and editing.
- (a) Vector (b) Raster
(c) Layer (d) Mask
6. _____ software is widely used for raster-based image editing in digital art
- (a) Illustrator (b) CorelDRAW
(c) Photoshop (d) Inkscape
7. _____ principle involves arranging visual elements to guide the viewer's eye.
- (a) Color (b) Composition
(c) Texture (d) Contrast
8. _____ type of storytelling uses a series of images to narrate a story visually.
- (a) Sequential (b) Linear
(c) Digital (d) Abstract
9. What is a collection of an artist's best work called?
- (a) Resume (b) Portfolio
(c) Cover (d) Storyboard
10. Which term describes preparing artwork for mass printing and distribution?
- (a) Animation (b) Editing
(c) Reproduction (d) Sketching

Part B

(5 × 5 = 25)

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

11. (a) Discuss the appropriate use of different media and techniques in creating digital illustrations.

Or

- (b) Compare the advantages and limitations of bitmap and vector images for illustration projects.

12. (a) Explain the differences between analog and digital image processing with examples.

Or

- (b) Describe the structure and components of a digital image in image processing.

13. (a) Compare the characteristics of raster tools and vector tools in digital art workflows.

Or

- (b) Identify the appropriate digital tools for creating scalable artwork efficiently.

14. (a) Compare traditional painting and digital painting in terms of workflow and flexibility.

Or

- (b) Identify the advantages of using digital painting techniques in illustration projects.

15. (a) Explain the importance of maintaining a consistently styled portfolio for professional practice.

Or

- (b) Describe different presentation formats used for displaying digital and traditional art portfolios.

Part C

(5 × 8 = 40)

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

16. (a) Analyze the importance of understanding resolution when creating digital illustrations for print and screen.

Or

- (b) Evaluate different software tools available for digital illustration in terms of usability and features.

17. (a) Illustrate the process of image sharpening and its applications in digital image enhancement.

Or

- (b) Discuss the importance of image restoration in recovering degraded images.

18. (a) Analyze the impact of using different digital art styles on visual communication.

Or

- (b) Summarize the role of layers in managing complex digital art projects.

19. (a) Evaluate the impact of contemporary artistic trends on illustration styles.

Or

- (b) Summarize the steps involved in creating a storyboard for sequential storytelling.

20. (a) Discuss the key aspects that ensure artwork is presented professionally in client pitches.

Or

- (b) Summarize the brief history of animation with reference to major milestones.

C-7656

Sub. Code

83233

B.Sc. DEGREE EXAMINATION, APRIL 2026.

Third Semester

Animation

2D & EXPERIMENTAL ANIMATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Who created the first animated film?
 - (a) Walt Disney
 - (b) Émile Cohl
 - (c) Hayao Miyazaki
 - (d) John Lasseter

2. What is the main purpose of an animation medium?
 - (a) To create realistic images
 - (b) To tell a story through motion
 - (c) To edit videos
 - (d) To generate special effects

3. Which technique is commonly used in traditional hand-drawn animation?
 - (a) Claymation
 - (b) Motion capture
 - (c) Cel animation
 - (d) 3D animation

4. What does the term “roto animation refer to?”
 - (a) A method of animating clay figures
 - (b) Tracing live-action footage frame by frame
 - (c) A 3D rendering technique
 - (d) A method of drawing with a light pen

5. What makes experimental animation different from traditional animation?
 - (a) It uses standard storytelling techniques
 - (b) It follows industry norms
 - (c) It explores unconventional methods and styles
 - (d) It is used only for advertising

6. What is a key factor in storytelling through animation?
 - (a) Dialogue
 - (b) Framing
 - (c) Interest curve
 - (d) Editing speed

7. What is the purpose of body language in animation?
- (a) To improve frame rates
 - (b) To create a detailed background
 - (c) To enhance character expression and realism
 - (d) To generate shadows
8. What animation principle helps smooth transitions between movements?
- (a) Exaggeration
 - (b) Staging
 - (c) Slow in and slow out
 - (d) Solid drawing
9. Which principle of animation helps convey weight and physics?
- (a) Squash and stretch
 - (b) Appeal
 - (c) Follow-through and overlapping action
 - (d) Timing
10. What is the main goal of solid drawing in animation?
- (a) To add 3D depth and weight to characters
 - (b) To create a rough sketch
 - (c) To animate using a computer
 - (d) To blend motion capture with hand-drawn animation

Part B

(5 × 5 = 25)

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

11. (a) Explain the contributions of early animation pioneers.

Or

- (b) Discuss the significance of animation in modern digital media.

12. (a) Describe the working principles of motion capture animation.

Or

- (b) Explain the different categories of animation and their unique features.

13. (a) Compare and contrast storytelling In animation versus live-action films.

Or

- (b) Discuss the creative challenges in generating concepts for animated films.

14. (a) Explain the importance of essential poses in character animation.

Or

- (b) How does body language enhance storytelling in animation?

15. (a) Describe the role of anticipation and exaggeration in animation.

Or

- (b) Explain the significance of timing and secondary actions in character animation.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the evolution of animation and its impact on media.

Or

- (b) Discuss the importance of platforms and mediums in animation development.

17. (a) Explain the technological advancements in Next-gen animation techniques.

Or

- (b) Describe on the impact of artificial intelligence in animation.

18. (a) Compare the influence of animation in gaming and cinema.

Or

- (b) Discuss the challenges of using animation for storytelling in modern media.

19. (a) Explain how motion capture technology has revolutionized character animation.

Or

- (b) Discuss the impact of animation in education and marketing.

20. (a) Analyze the principles of animation used in a case study of a well-known animated film.

Or

- (b) Discuss the role of exaggeration, arcs, and follow-through in professional animation.
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C-7657

Sub. Code

83234

B.Sc. DEGREE EXAMINATION, APRIL 2026.

Third Semester

Animation

FILM LANGUAGE & APPRECIATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. The Classical Hollywood Cinema after the coming of sound is often associated with:
 - (a) Fragmented narratives
 - (b) Surrealistic visuals
 - (c) Continuity editing
 - (d) Avant-garde experimentation

2. What term refers to the study of audience responses to films and their interpretations based on cultural context?
 - (a) Hermeneutics
 - (b) Neo-formalism
 - (c) Montage theory
 - (d) Impressionism

3. Which of the following is a narrative function of mise-en-scène?
 - (a) Controlling the pacing of edits
 - (b) Enhancing the mood and atmosphere of the story
 - (c) Determining the genre of the film
 - (d) Simplifying the cinematography

4. Which term describes a long take in filmmaking?
 - (a) A series of rapidly edited shots
 - (b) A single shot that lasts for an extended period of time
 - (c) A take with extensive use of montage
 - (d) A short clip edited for dramatic effect

5. What is the key function of a one-line script?
 - (a) To outline the entire dialogue of the film
 - (b) To summarize the plot of each scene in a single line
 - (c) To describe the setting in detail
 - (d) To list all camera movements

6. What are the two main types of characters in a story?
 - (a) Protagonist and antagonist
 - (b) Hero and villain
 - (c) Lead and supporting
 - (d) Dynamic and static

7. Which rule in cinematography ensures that spatial relationships between characters and objects remain consistent?
- (a) Rule of thirds
 - (b) 180-degree rule
 - (c) Golden ratio
 - (d) Depth of field
8. Which type of shot shows the subject's full body and some surrounding environment?
- (a) Extreme close-up
 - (b) Medium shot
 - (c) Long shot
 - (d) Over-the-shoulder shot
9. What does the process of "dubbing" in film production involve?
- (a) Replacing or recording dialogue after shooting
 - (b) Adding visual effects to enhance the story
 - (c) Mixing background music and effects
 - (d) Synchronizing audio with video
10. Which aspect of sound editing combines all audio elements into a cohesive track?
- (a) Dubbing
 - (b) Mastering
 - (c) Mixing
 - (d) Re-recording

Part B

(5 × 5 = 25)

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

11. (a) Analyze the various levels of understanding in film perception, from surface-level engagement to deeper critical interpretations.

Or

- (b) Compare and contrast formalism and neo-formalism in film analysis.

12. (a) Compare and contrast narrative and non-narrative forms in film.

Or

- (b) Examine how style functions as a formal system in films.

13. (a) Discuss the significance of budgeting and financing in film production.

Or

- (b) Analyze the role of casting in filmmaking.

14. (a) Explore the principles of three-point lighting in filmmaking.

Or

- (b) Discuss the importance of the rule of thirds in shot composition.

15. (a) Examine the processes of mixing and mastering in film sound design.

Or

- (b) Analyze the importance of adding visual effects and sound effects during post- production.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the relationship between film and psychoanalysis. How have psychoanalytic theories been used to interpret films and understand audience responses?

Or

- (b) Analyze the impact of French Impressionism and Surrealism on the evolution of film as an art form. How did these movements challenge traditional narrative and aesthetic conventions?

17. (a) Discuss the representation of space and time in films. How do filmmakers manipulate these dimensions to create meaning, atmosphere, and narrative progression?

Or

- (b) Evaluate the narrative functions of mise-en-scène in films. How do aspects such as lighting, setting, and actor positioning enhance storytelling?

18. (a) Explore the process of selecting film locations. How do factors such as aesthetics, budget, and logistical considerations influence location choices?

Or

- (b) Evaluate the challenges and importance of scheduling in film production. How does effective scheduling ensure smooth shooting and resource management?

19. (a) Analyze the concepts of depth of field and deep focus in cinematography. How do these techniques enhance storytelling and direct viewer attention?

Or

- (b) Discuss the role of camera lenses in shaping the visual style and perspective of a film.

20. (a) Discuss the principles of non-linear editing in the modern filmmaking process. How does it differ from traditional linear editing, and what benefits does it offer?

Or

- (b) Evaluate the significance of video compression in the export process. How does it balance file size, quality, and compatibility for distribution and exhibition?
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C-7658

Sub. Code

83236

B.Sc. DEGREE EXAMINATION, APRIL 2026

Third Semester

Animation

ADVANCED ART FOR ANIMATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What principle of animation helps to make an object feel like it has mass and gravity affecting its movement?
 - (a) Squash and stretch
 - (b) Weight
 - (c) Anticipation
 - (d) Follow-through

2. Which principle makes an animated character's movements feel more fluid and less mechanical by varying the speed throughout the action?
 - (a) Timing
 - (b) Spacing
 - (c) Weight
 - (d) Anticipation

3. Which of the following body parts is essential to study when animating human motion, particularly walking or running?
- (a) Nose
 - (b) Fingers
 - (c) Spine
 - (d) Ears
4. In animal anatomy, which aspect is crucial for animators to understand when depicting quadruped movement?
- (a) The structure of the tail
 - (b) The shoulder and hip joint movement
 - (c) The animal's fur texture
 - (d) The length of the animals legs
5. What is the importance of "acting" in animation, especially when conveying emotions and personality?
- (a) It makes the character move more smoothly
 - (b) It helps to ensure that the character is relatable and engaging
 - (c) It allows the character to move more quickly
 - (d) It focuses only on the character's environment
6. Which of the following is NOT a common technique used to communicate emotion through character gestures?
- (a) Keeping the character's body completely still for fear
 - (b) Using exaggerated facial expressions to match the character's emotion
 - (c) Using subtle, slow movements for sadness
 - (d) Using exaggerated, rapid movements for excitement

7. Which of the following elements helps define a character's personality in its design?
- (a) Color palette, posture and facial features
 - (b) The character's size
 - (c) The number of movements in the animation
 - (d) The texture of the environment
8. How does the animation style influence character design?
- (a) It limits the character's appearance to only geometric shapes
 - (b) It determines the complexity of the character's movements and visual style
 - (c) It only impacts the character's clothing
 - (d) It dictates the color scheme of the background
9. When creating a storyboard for an animated film, why is it important to consider camera angles and shot composition?
- (a) To make the animation visually interesting and help guide the viewer's attention
 - (b) To distract from the plot and characters
 - (c) To keep the character designs consistent throughout the animation
 - (d) To fill the screen with more action
10. What role does pacing play in the storytelling process of animation?
- (a) It determines the level of detail in the animation
 - (b) It controls the speed at which the story progresses, impacting tension and emotional engagement
 - (c) It focuses on the number of scenes in the story
 - (d) It is irrelevant as long as the animation looks smooth

Part B

(5 × 5 = 25)

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

11. (a) Explain the role of spacing in creating believable motion in animation.

Or

- (b) How does the principle of weight affect the way an object or character moves?

12. (a) Describe how the anatomy of a character's face contributes to the realism of their expressions.

Or

- (b) Explain how an animator can use knowledge of human and animal body proportions to create visually appealing and functional character designs.

13. (a) Explain how timing and spacing play a role in capturing effective gestures and expressions.

Or

- (b) Discuss how animators can use gestures and acting to create a connection between the audience and the character.

14. (a) How does an animator balance the need for a character to be unique and appealing with the constraints of the animation style and narrative?

Or

- (b) Explain the role of exaggeration in character design.

15. (a) Explain the concept of “show, don’t tell” in visual storytelling.

Or

- (b) Analyze the role of pacing in animation.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the importance of observing real-world objects and their movement, and explain how this observation translates into effective animation techniques.

Or

- (b) Describe how anticipation, timing, and follow-through work together in an animation sequence. How do these principles contribute to the realism of a character’s movement in a scene?

17. (a) How does the knowledge of the muscular system enhance an animator’s ability to convey strength, agility, or fatigue in a character’s movements? Provide examples of how varying muscle tension and relaxation can create more dynamic and expressive animations.

Or

- (b) Discuss the importance of studying the mechanics of human walking and running in animation. How does an animator use knowledge of gait and posture to create more lifelike and convincing bipedal characters?

18. (a) How does the principle of “anticipation” work in conjunction with gestures to create more believable emotions in animation? Provide examples of how anticipation helps set up a character’s actions and emotional responses.

Or

- (b) Explain how can gestures and expressions hint at a character’s backstory or goals? Provide examples of how animators subtly convey deeper layers of a character’s personality through movement.
19. (a) Discuss how character design can reflect a character’s background and culture.

Or

- (b) Explain how the color palette of a character’s design can communicate different emotions or themes.
20. (a) How do facial expressions and body language contribute to storytelling in animation? Discuss how animators can use subtle visual cues to convey a character’s emotional state and inner thoughts.

Or

- (b) Explore the relationship between visual storytelling and character development in animation.
-

C-7659

Sub. Code

83243

B.Sc. DEGREE EXAMINATION, APRIL 2026

Fourth Semester

Animation

ADVANCED ANIMATION TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. _____ type of rigging involves creating suspension systems and wheel controls.
(a) Robot (b) Lamp
(c) Vehicle (d) Mechanical
2. _____ technique allows an object to match the position or rotation of another without direct hierarchy?
(a) Constraint (b) Parenting
(c) Grouping (d) Deformer
3. _____ process duplicates joints on the opposite side while maintaining alignment
(a) Parenting (b) Constraint
(c) Mirroring (d) Expression
4. _____ process is applied to adjust how the mesh deforms around joints for cleaner deformations
(a) Mirroring (b) Expression
(c) Naming (d) Painting

5. _____ principle involves preparing the audience for an action to make it more realistic
(a) Timing (b) Anticipation
(c) Arcs (d) Staging
6. _____ is the animation workflow called when animating frame by frame in sequence
(a) Pose (b) Straight
(c) Follow (d) Arc
7. _____ type of animation focuses on facial movements to convey character emotions
(a) Walk (b) Cycles
(c) Expressions (d) Gestures
8. _____ type of cycles are used to depict continuous forward movement at a fast pace
(a) Action (b) Walk
(c) Run (d) Facial
9. What is the process of creating a believable speaking character called?
(a) Lip-sync (b) Rigging
(c) Staging (d) Blocking
10. _____ term describes the animation approach for creating smooth, natural motion to convey actions
(a) Gesture (b) Staging
(c) Pose (d) Fluid

Part B

(5 × 5 = 25)

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

11. (a) Differentiate between constraints and deformers in the context of rigging mechanical objects.
Or
(b) Summarize the steps involved in rigging a vehicle to achieve realistic wheel rotation and suspension.

12. (a) Explain the importance of character study before starting the rigging process in animation pipelines.

Or

- (b) Describe the procedure to delete history and its benefits in the character rigging workflow.

13. (a) Analyze the importance of follow through and overlapping action for achieving realistic motion.

Or

- (b) Compare straight ahead animation and pose-to-pose animation workflows in 3D projects.

14. (a) Explain the importance of studying the character rig before starting character animation.

Or

- (b) Describe how posing and gestures can effectively communicate emotion in character animation.

15. (a) Compare the effectiveness of nuanced body movements versus exaggerated movements in emotional storytelling.

Or

- (b) Analyze the relationship between fluid motion and audience engagement in character animation.

Part C

(5 × 8 = 40)

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

16. (a) Evaluate the effectiveness of using constraints in maintaining control during vehicle rigging.

Or

- (b) Discuss how object rigging can enhance prop animations within a 3D environment.

17. (a) Demonstrate the steps involved in setting up joints for a character rig with proper orientation and hierarchy.

Or

- (b) Illustrate the process of setting up constraints during the control rig creation for character rigging.
18. (a) Demonstrate how slow out and slow in principles can enhance the believability of animated movements.

Or

- (b) Evaluate the role of secondary actions in adding depth and realism to animated scenes.
19. (a) Illustrate the process of weight shifting to create realistic body mechanics in a walk cycle.

Or

- (b) Analyze the role of facial expressions in enhancing the personality of animated characters.
20. (a) Evaluate the role of accurate lip-sync in enhancing the believability of animated dialogue.

Or

- (b) Design a workflow for creating a short animation scene using lip-sync and nuanced movements for storytelling.
-

C-7660

Sub. Code

83244

B.Sc. DEGREE EXAMINATION, APRIL 2026

Fourth Semester

Animation

3D MODELING AND TEXTURING

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Which stage of Maya modeling involves creating a rough outline of the object?
 - (a) Shaping
 - (b) Detailing
 - (c) Blocking
 - (d) Sculpting

2. Which term refers to maintaining even polygon distribution in a model?
 - (a) UV
 - (b) Flow
 - (c) Span
 - (d) Vertex

3. Which type of modeling involves creating figures used for animation or games?
 - (a) Object
 - (b) Character
 - (c) Environment
 - (d) Modular

4. Which modeling method uses reusable parts to create complex models efficiently?
(a) Polygonal (b) Modular
(c) NURBS (d) Sculpt
5. Which type of light is produced by the sun and affects outdoor scenes?
(a) Artificial (b) Natural
(c) Bounce (d) Shadow
6. Which phenomenon occurs when light reflects off a surface to illuminate shadowed areas?
(a) Bounce (b) Direct
(c) Diffuse (d) Refraction
7. Which technique helps to flatten a 3D model's surface for texture painting?
(a) Rigging (b) Unwrapping
(c) Shading (d) Sculpting
8. What process ensures minimal stretching and efficient use of texture space in UV mapping?
(a) Smoothing (b) Sculpting
(c) Optimization (d) Lighting
9. Which type of software tool is used to illuminate 3D scenes for rendering?
(a) Rig (b) Light
(c) Shader (d) UV
10. Which type of lighting setup is essential for illuminating objects in an indoor scene?
(a) Exterior (b) Interior
(c) Natural (d) Bounce

Part B

(5 × 5 = 25)

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

11. (a) Explain the concept of predictive modeling in the context of Maya modeling workflow.

Or

- (b) Differentiate the stages of blocking, shaping, and detailing in Maya modeling with suitable examples.

12. (a) Describe the process of character modeling and its importance in animation workflows.

Or

- (b) Explain the steps involved in environment modeling for a game scene using Maya.

13. (a) Explain the basic principles of lighting used in practical photography and animation.

Or

- (b) Describe the characteristics of natural light and its effects on subject appearance.

14. (a) Explain the process of unwrapping techniques used for efficient texture mapping on 3D models.

Or

- (b) Describe the methods involved in UV layout optimization to reduce stretching and maximize texture space.

15. (a) Describe the setup and purpose of 3-point lighting in a Maya scene.

Or

- (b) Compare the workflow differences between interior and exterior lighting setups in Maya.

Part C

(5 × 8 = 40)

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

16. (a) Illustrate the importance of uniform span flow in achieving clean deformations during Maya animation.

Or

- (b) Assess the role of automated tools in achieving faster modeling results in Maya projects.

17. (a) Illustrate how modular modeling techniques can improve efficiency in large-scale environment creation.

Or

- (b) Discuss the procedure for arranging model sheets correctly in the viewport before starting the modeling process.

18. (a) Illustrate how bounce light can be used to fill shadows during an outdoor shoot.

Or

- (b) Analyze the relationship between light and color in creating mood within a scene.

19. (a) Illustrate the steps to create handmade texture effects for stylized projects in 3D workflows.

Or

- (b) Compare image-based texturing with handmade texturing in terms of workflow and realism.

20. (a) Illustrate how to use the render global settings in Maya for rendering high quality outputs.

Or

- (b) Evaluate the effectiveness of using Photoshop for compositing rendered layers and passes.

C-7661

Sub. Code

83246

B.Sc. DEGREE EXAMINATION, APRIL 2026.

Fourth Semester

Animation

MEDIA PRODUCTION TECHNIQUES

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Refer the term “framing” refer to in video production.
 - (a) Audio enhancement
 - (b) Story structuring
 - (c) Composition of the shot
 - (d) Camera maintenance

2. Infer the ideal microphone type for recording voiceovers in a quiet studio.
 - (a) Lavalier
 - (b) Shotgun
 - (c) Condenser
 - (d) Dynamic

3. A DAW is used primarily for:
 - (a) Image editing
 - (b) Audio editing
 - (c) Storyboarding
 - (d) Lighting correction

4. Identify an element of a storyboard from the following options.
 - (a) Script formatting
 - (b) Scene sketches
 - (c) Voice modulation
 - (d) Soundtrack details

5. Adobe Illustrator is best suited for:
 - (a) Audio recording
 - (b) Music production
 - (c) Timeline editing
 - (d) Vector graphics design

6. Choose the purpose of a script in media production.
 - (a) Set up the camera
 - (b) Choose a color palette
 - (c) Add background music
 - (d) Plan dialogue and action

7. Name the tool used for creating animated titles from the following options.
- (a) Adobe After Effects
 - (b) Adobe Lightroom
 - (c) Audacity
 - (d) VLC Player
8. In digital marketing, audience engagement primarily means:
- (a) Buying new equipment
 - (b) Interacting with viewers or followers
 - (c) Filming interviews
 - (d) Exporting final edits
9. SEO stands for:
- (a) Sound Enhancement Option
 - (b) Script Editing Output
 - (c) Search Engine Optimization
 - (d) Social Engagement Overview
10. Pick common social media platform for digital content promotion from the following:
- (a) VLC
 - (b) Illustrator
 - (c) Audacity
 - (d) Instagram

Part B

(5 × 5 = 25)

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

11. (a) Explain the function of lighting in setting the tone and mood of a video.

Or

- (b) List any five camera angles and explain their usage with examples.

12. (a) Describe the process of voiceover recording using a digital audio / workstation.

Or

- (b) What are sound effects? Explain their role in enhancing a scene.

13. (a) What are the components of a well-structured script?

Or

- (b) How does storyboarding help the production team during filming?

14. (a) Explain any five basic graphic design tools used in Adobe Photoshop.

Or

- (b) How do design elements like color, contrast, and alignment affect media visuals?

15. (a) What are the advantages of promoting content through social media channels?

Or

- (b) Define audience engagement and describe any three methods to improve it.

Part C

(5 × 8 = 40)

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

16. (a) Describe the complete workflow of shooting a short video from planning to post-production.

Or

- (b) Discuss various types of lighting setups and their influence on video quality.

17. (a) Explain the role of DAWs in audio production. Provide examples of popular DAWs and their features.

Or

- (b) Create a short plan for recording a podcast episode, including mic setup, software, and editing.

18. (a) Write a sample script for a one-minute promotional video and explain the storyboard in parallel.

Or

- (b) Explain the steps involved in developing a story idea into a full script.

19. (a) Discuss the use of Adobe Photoshop and Illustrator in creating promotional posters and thumbnails.

Or

- (b) Explain how to use typography and visual hierarchy effectively in media graphics.

20. (a) Develop a basic digital marketing strategy to promote a student documentary film online.

Or

(b) Describe the influence of SEO and content scheduling in maximizing media reach.

C-7662

Sub. Code

83251

B.Sc. DEGREE EXAMINATION, APRIL 2026

Fifth Semester

Animation

BUSINESS OF MEDIA

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Not-for-profit businesses primarily aim to :
 - (a) Provide services or products to the community without seeking to earn profits for individuals
 - (b) Maximize shareholder profits
 - (c) Operate for the benefit of the owners and investors
 - (d) Compete with public sector services

2. What is one key advantage of cooperatives over traditional businesses?
 - (a) Cooperatives are typically more profitable than other business models
 - (b) All profits from cooperatives are distributed equally among members
 - (c) Cooperatives operate with less regulation
 - (d) Cooperatives are controlled solely by a government agency

3. Organization by product or activity is most suitable for:
 - (a) Businesses with diverse product lines
 - (b) Companies with a single product offering
 - (c) Organizations with decentralized leadership
 - (d) Small, family-run businesses

4. Which of the following is a disadvantage of a functional structure?
 - (a) Encourages innovation and creativity
 - (b) Leads to duplication of resources
 - (c) Is difficult to implement in larger organizations
 - (d) Can result in communication silos between departments

5. Who are stakeholders in business?
 - (a) Only the employees working in a company
 - (b) Individuals or groups with an interest in the business's activities and outcomes
 - (c) Only the government authorities overseeing business regulations
 - (d) Only customers who purchase the business's products

6. How do suppliers act as stakeholders in a business?
 - (a) By providing capital investment for the business
 - (b) By delivering goods and services critical for production and operations
 - (c) By managing customer relationships for the business
 - (d) By hiring and training employees

7. What is the primary goal of market research?
 - (a) To increase employee salaries
 - (b) To gather information about customer needs and preferences
 - (c) To improve the production process
 - (d) To finalize accounting reports

8. Which of the following is part of the marketing mix (4 Ps)?
 - (a) Product, Price, Place, Promotion
 - (b) People, Process, Productivity, Pricing
 - (c) Profit, Plan, Performance, Promotion
 - (d) Price, Personnel, Policy, Production

9. According to Schumpeter's theory of entrepreneurship, entrepreneurs are primarily.
 - (a) Risk-averse individuals
 - (b) Followers of traditional business practices
 - (c) Managers who maintain business stability
 - (d) Innovators who introduce new products or processes

10. Which of the following is an example of social responsibility for an entrepreneur?
 - (a) Maximizing short-term profits at all costs
 - (b) Contributing to community development projects
 - (c) Avoiding compliance with environmental laws
 - (d) Focusing solely on personal financial gain

Part B

(5 × 5 = 25)

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

11. (a) Describe the main characteristics of firms in the private sector.

Or

- (b) What are the ethical considerations involved in the operation of not-for-profit businesses?

12. (a) Evaluate the advantages and disadvantages of the functional organizational structure.

Or

- (b) Examine the role of geographic organizational structures in multinational corporations.

13. (a) Evaluate the role of managers as internal stakeholders.

Or

- (b) Examine the importance of employees or staff as stakeholders.

14. (a) Discuss the role of accounting and finance in a business.

Or

- (b) Identify and explain the external influences that affect business operations.

15. (a) Explain the significance of business communication in achieving organizational goals.

Or

- (b) Discuss the different forms of business structures.

Part C

(5 × 8 = 40)

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

16. (a) Discuss the potential advantages and disadvantages of franchising for a new entrepreneur.

Or

- (b) Explore the impact of public sector organizations on the economy.

17. (a) Analyze the pros and cons of using hybrid or matrix structures that combine elements of different organizational structures.

Or

- (b) Discuss how choosing the right organizational structure can impact business efficiency, employee satisfaction, and customer service.

18. (a) Explore the significance of customers as stakeholders.

Or

- (b) Discuss the role of suppliers as external stakeholders.

19. (a) Explain the importance of production and operations management in ensuring efficiency and quality in business processes.

Or

- (b) Evaluate the significance of aligning business strategy with market trends and consumer behaviour.

20. (a) Analyze the role of communication channels in an organization. How can businesses choose the most appropriate channels for internal and external communication?

Or

- (b) Discuss the importance of verbal, non-verbal and written communication in business settings.
-

C-7663

Sub. Code

83252

B.Sc. DEGREE EXAMINATION, APRIL 2026.

Fifth Semester

Animation

PORTFOLIO & PRESENTATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. What type of portfolio evolves as new skills and experiences are acquired, showcasing an individual's career growth?
 - (a) Academic portfolio
 - (b) Static portfolio
 - (c) Growth portfolio
 - (d) Single-use portfolio

2. What is a common requirement for a professional portfolio?
 - (a) Proof of payment for projects included
 - (b) personal anecdotes unrelated to work experience
 - (c) A lengthy narrative for each project included
 - (d) A clear structure with a table of contents or navigation menu

3. What is the primary purpose of a digital portfolio?
 - (a) To store documents for personal use
 - (b) To showcase an individual's skills, work, and accomplishments in a digital format
 - (c) To display only academic achievements
 - (d) To replace a resume or CV

4. Which of the following is a key element in creating an effective digital portfolio?
 - (a) Focusing only on text without visuals
 - (b) Using a cluttered design with excessive content
 - (c) Including high-quality images, videos, and clear organization
 - (d) Avoiding any personal branding

5. What is the primary purpose of a professional theatre/TV/film portfolio presentation?
 - (a) To display personal photos and achievements
 - (b) To showcase the individual's experience, skills, and previous work in a professional format
 - (c) To provide a detailed history of the individual's career
 - (d) To advertise the individual's talents to a wide audience

6. Which of the following is NOT a key component of a theatre/TV/film portfolio?
 - (a) Headshots and resumes
 - (b) Clips or reels from previous performances or projects
 - (c) Personal anecdotes unrelated to professional work
 - (d) A cover letter or introduction

7. What is the primary purpose of a business card in marketing?
 - (a) To provide detailed information about a company's history
 - (b) To serve as a quick and effective tool for sharing contact details and brand identity
 - (c) To showcase a company's financial reports
 - (d) To advertise a company's products in detail

8. Why are blogs important for businesses in marketing?
 - (a) They provide detailed, personal stories about the company owners
 - (b) They replace the need for traditional advertising
 - (c) They help businesses engage with their audience by sharing relevant content and establishing authority in their field
 - (d) They are used solely for internal communication

9. What does the "range" of a portfolio refer to?
 - (a) The variety of colors used in the design
 - (b) The number of pages in the portfolio
 - (c) The budget allocated portfolio creation
 - (d) The breadth of content or projects displayed to showcase versatility

10. Which of the following is a key guideline to follow when developing a portfolio?
 - (a) Focus on high quality projects that reflect your skills and goals
 - (b) Include every project you've ever worked on
 - (c) Use as many colors and fonts as possible for a creative effect
 - (d) Keep the portfolio informal and relaxed

Part B

(5 × 5 = 25)

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

11. (a) Compare and contrast the different types of portfolios.

Or

- (b) Discuss the key requirements for creating a professional portfolio.

12. (a) Define a digital portfolio and explain its significance in the modern professional landscape.

Or

- (b) Discuss the key elements that contribute to an effective digital portfolio.

13. (a) Discuss the importance of a professional portfolio in the theatre/TV/film industry.

Or

- (b) Explain the process of preparing a theatre/TV/film portfolio.

14. (a) Discuss the role of business cards in modern marketing strategies.

Or

- (b) Discuss the impact of a company's website on customer engagement and conversions.

15. (a) How does the “range” of content in a portfolio contribute to its effectiveness?

Or

- (b) Explore the key guidelines that should be followed when creating a portfolio.

Part C

(5 × 8 = 40)

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

16. (a) Explain the characteristics of an effective portfolio showcase.

Or

- (b) Analyze the importance of tailoring a portfolio for specific roles or industries.

17. (a) Describe the production techniques involved in creating a digital portfolio.

Or

- (b) Explain the role of design in a digital portfolio.

18. (a) Discuss how presentation skills influence the reception of a theatre/TV/film portfolio.

Or

- (b) Describe the importance of a showreel or performance clip in a theatre/TV/film portfolio.

19. (a) Evaluate the importance of blogs and websites in a company’s overall marketing strategy.

Or

- (b) Analyze the steps involved in the design and development of a blog for business purposes.

20. (a) Analyze the role of portfolio design in shaping the overall impact of the portfolio.

Or

- (b) Discuss the importance of budgeting and deadline planning in portfolio creation and maintenance.
-

C-7664

Sub. Code

83261

B.Sc. DEGREE EXAMINATION, APRIL 2026.

Sixth Semester

Animation

PRODUCTION MANAGEMENT

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Choose the purpose of storyboarding in pre-production.
 - (a) Audio editing
 - (b) Visualizing scenes before production
 - (c) Budget calculation
 - (d) Voiceover recording

2. Pick the following key element in pre-production planning.
 - (a) Compositing
 - (b) Color grading
 - (c) Distribution
 - (d) Scriptwriting

3. The production schedule helps in:
 - (a) Mixing audio
 - (b) Enhancing quality
 - (c) Tracking project timelines
 - (d) Story development

4. Who is typically responsible for managing the animation crew?
 - (a) Production manager
 - (b) Art director
 - (c) Voice actor
 - (d) Editor

5. Infer the goal of budget management in animation projects.
 - (a) Increase production time
 - (b) Stay within financial limits
 - (c) Decrease visual quality
 - (d) Hire more people

6. Resource allocation in production involves:
 - (a) Only financial resources
 - (b) Lighting setups
 - (c) Human and material assignment
 - (d) Scriptwriting

7. Quality control ensures that:
 - (a) Deadlines are skipped
 - (b) Production is stopped
 - (c) Budget is increased
 - (d) Animation meets the expected standards

8. Judge, the parameter that is reviewed during quality control checks.
 - (a) Animation consistency and accuracy
 - (b) Contracts
 - (c) Marketing materials
 - (d) Pre-production documents

9. Name the task that is done during post-production.
 - (a) Sound effect integration
 - (b) Script rewriting
 - (c) Team hiring
 - (d) Budget approval

10. Final delivery of the animation can be done through:
 - (a) Script revision
 - (b) Various distribution platforms
 - (c) Team meetings
 - (d) Voice recording

Part B

(5 × 5 = 25)

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

11. (a) List and explain the major components of pre-production planning.

Or

- (b) Write a short note on the role of character design in the pre-production phase.

12. (a) What are the key roles in an animation production team, and how are responsibilities assigned?

Or

- (b) Describe how effective communication helps in managing the production team.

13. (a) Explain the steps involved in preparing a production budget.

Or

- (b) Explain how resource allocation can prevent project delays in animation production.

14. (a) Discuss the importance of regular review sessions during animation production.

Or

- (b) Elucidate the quality parameters usually checked during production review.

15. (a) Describe the major activities that take place during post-production.

Or

- (b) Detail the different ways to deliver the final animated product to clients.

Part C

(5 × 8 = 40)

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

16. (a) Explain the entire pre-production planning process in detail with suitable examples.

Or

- (b) Develop a sample production schedule for a 2-minute animated short.

17. (a) Describe how a production manager can effectively coordinate between various departments of an animation team.

Or

- (b) Explain the challenges faced in production team management and how to overcome them.

18. (a) Create a sample budget for a basic animation project and explain how cost control is managed.

Or

- (b) Describe the importance of resource tracking and how it impacts the production timeline.

19. (a) What is the process of quality checking in animation? Explain the review mechanisms.

Or

(b) “Discuss how feedback from stakeholders can improve animation quality during review phases.

20. (a) Detail the steps in post-production and final delivery for an animated project, from editing to distribution.

Or

(b) Explain how sound design and visual editing are handled in the post-production phase.

C-7665

Sub. Code

83262

B.Sc. DEGREE EXAMINATION, APRIL 2026

Sixth Semester

Animation

SONIC DIMENSIONS IN ANIMATION

(2023 onwards)

Duration : 3 Hours

Maximum : 75 Marks

Part A

(10 × 1 = 10)

Answer **all** questions.

1. Pick the primary help the music tends to create in a scene.
 - (a) Color correction
 - (b) Dialogue speed
 - (c) Mood and atmosphere
 - (d) Lighting effect

2. Infer the impact that ambient sounds influence in a scene.
 - (a) Distort animation
 - (b) Slow down motion
 - (c) Create a realistic setting
 - (d) Change the plot

3. Pack the key feature of sound in character development.
 - (a) Background blur
 - (b) Voice tone and accent
 - (c) Scene transitions
 - (d) Color palette

4. Voice acting in animation helps reveal.
 - (a) Background art
 - (b) Voice tone and accent
 - (c) Scene transitions
 - (d) Color palette

5. Sound effects mainly contribute to:
 - (a) Changing animation style
 - (b) Realism and immersion
 - (c) Editing lighting
 - (d) Adjusting timing

6. Choose the type of sound that would simulate the feeling of rain in a scene.
 - (a) Dialogue
 - (b) Music score
 - (c) Ambient sound effect
 - (d) Monologue

7. A musical score in a suspenseful moment is most likely to:
- (a) Soften the tone
 - (b) Reduce clarity
 - (c) Build tension
 - (d) Remove voice tracks
8. A well-delivered narration can help in:
- (a) Adjusting frame rate
 - (b) Advancing the storyline
 - (c) Replacing music
 - (d) Enhancing color grading
9. Predict from the following that would help show a character's nervousness.
- (a) Bright lighting
 - (b) Stow motion
 - (c) Quivering voice
 - (d) Bold typography
10. What type of sound helps the audience understand what is happening visually?
- (a) Background music
 - (b) Sound effects
 - (c) Voice casting
 - (d) Titles and credits

Part B

(5 × 5 = 25)

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

11. (a) Discuss the importance of ambient sounds in enhancing the mood and setting of an animation.

Or

- (b) Give five examples of ambient sound and explain their use in animation scenes.

12. (a) Explain the role of voice acting in shaping a character's identity.

Or

- (b) Explain how vocal expression reflects a character's emotional state.

13. (a) Discuss any five common types of sound effects used in animation.

Or

- (b) "Discribe how sound effects contribute to visual storytelling.

14. (a) Identify the elements that make a musical score effective in animated storytelling.

Or

- (b) Differentiate between diegetic and non-diegetic music with examples.

15. (a) Detail on the qualities of effective narration in animation.

Or

- (b) Describe how expressive dialogue supports storytelling in animation.

Part C

(5 × 8 = 40)

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

16. (a) Describe how music, ambient sounds, and effects combine to create atmosphere in animation.

Or

- (b) Discuss how sound design can change the viewer's perception of a scene.

17. (a) Explain the voice casting process and how voice tone, pitch, and speed reflect character traits.

Or

- (b) Evaluate the importance of voice direction and emotion in character development.

18. (a) Write a brief scene and list suitable sound effects that would be used. Explain why each is needed.

Or

- (b) Discuss the role of Foley artists in producing realistic sound effects for animation.

19. (a) Trace the process of creating an original musical score for an animation short.

Or

- (b) Analyse how music can support different genres of animation (comedy, honor, action, etc.)
20. (a) Describe the importance of narration and how it supports visual cues in non-dialogue scenes.

Or

- (b) Explain the challenges and techniques of syncing voice and lip movements in animation.
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