



FIRST SEMESTER – **APRIL 2024**

PAN 1501 – ANIMATION PRINCIPLES AND STORY DEVELOPMENT

Max. : 100 Marks

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Answer ALL the Questions

(10 x 2 = 20)

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| 1. | Fade In and Fade out |
| 2. | Aerial Shot |
| 3. | In-betweens |
| 4. | Zoetrope |
| 5. | Dope Sheet |
| 6. | Traditional Animation |
| 7. | Hook-up poses |
| 8. | Animation on Ones and Twos |
| 9. | OL & UL |
| 10. | Animatic |

(4 x 10 = 40)

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| 11. | Describe the different types of animation. |
| 12. | Explain the Early Animation devices. |
| 13. | Illustrate the advantages and disadvantages of Straight Ahead Action and Pose to Pose |
| 14. | Why is Solid Drawing and Appeal important to an animation? |
| 15. | Explain Storyboard with illustration. |
| 16. | Draw key frame poses of a man hitting the nail with a hammer keeping in mind the animation principles that would come into effect. |
| 17. | Write a short note on Cel Animation with few examples. |
| 18. | Summarize the various stages in the production process of animation. |

(2 x 20 = 40)

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| 19. | Discuss the different Camera angles and Transition effects. |
| 20. | Explain the Production process of 2D animation with the steps involved in each phase. |
| 21. | Propose the principle(s) that would come into effect during the following animations and state why.
A dog wagging its tail
A man jumping off the ledge
A girl on the merry-go-round
A batsman hitting a six |
| 22. | List and explain the principles of Animation |
