



LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

M.Voc. DEGREE EXAMINATION – 3D ANIMATION

FIRST SEMESTER – NOVEMBER 2016

16PAN1MC01 - ANIMATION PRINCIPLES AND STORY DEVELOPMENT

Date: 02-11-2016

Dept. No.

Max. : 100 Marks

Time: 01:00-04:00

PART- A

I. Answer ALL the questions

[10x2=20]

1. Traditional Animation
2. Importance of Appeal
3. Cut shot and panning shot
4. Shortcut keys of: Gradient Transform Tool, Insert frame, Convert to Symbol, Lasso tool
5. How is staging applied to animation? How is it similar to live theatre?
6. Concept of layout
7. Claymation
8. Does the arc principle apply only to human/animal movement or also mechanical?
9. Name four vector file formats
10. Animatic

PART- B

II. Answer any FIVE questions from the following

[5x8=40]

11. Describe how timing is important, and how it's relationship works with another principle: slow in - slow out.
12. Draw any one - Fly cycle or Walk cycle
13. Explain Character bible
14. Describe the different types of animation
15. List out 12 principles of animation and explain any 6 briefly
16. List the different types of Symbols in "Adobe Animate" and explain them
17. How does slow-in slow-out cause realism in animation? Name and explain other principles which work towards the same objective

PART- C

III. Answer any TWO questions from the following

[2x20=40]

18. Describe the production process of 2D animation
19. Name the principle(s) that would come in to effect during the following animations and state why.
 - a. A horse's tail moving in the air
 - b. A fielder throwing the ball back to his wicket-keeper
 - c. A ball bouncing up and down
20. Draw key frame poses keeping in mind the animation principles that would come into effect for the following animations
 - a) A batsman hits a six
 - b) A girl on the swing
