



LOYOLA COLLEGE (AUTONOMOUS) CHENNAI – 600 034

B.Voc. DEGREE EXAMINATION – 3D ANIMATION

FIRST SEMESTER – NOVEMBER 2024

UAN1MC01 – FUNDAMENTALS OF ANIMATION



Date: 09-11-2024

Dept. No.

Max. : 100 Marks

Time: 09:00 am-12:00 pm

SECTION A - K1 & K2 (CO1)

Q.No	Levels	Answer ALL the Questions	(10 x 2 = 20)
1	K1	Name of the first animation movie in the world and the year of its release.	
2		Define tween motion animation	
3		What the use of exposure sheet in creating animations	
4		What is meant by masking in animation?	
5		Expand CGI and write its role in animation industry	
6	K2	Summarize the contributions of snow white and seven dwarfs in the history of animation.	
7		Compare between Straight-ahead action and pose-to-pose.	
8		Outline the compositing process in animation.	
9		Explain peg holes used in animation process	
10		Summarize the need of animation in healthcare industry.	

SECTION B – K3 & K4 (CO2)

		Answer ALL the Questions	(4 x 10 = 40)
11	K3	Identify and explain the contributions of any six early animation devices which is used for creating animation scenes, characters and objects. [OR]	
12		Identify and explain the 12 principles of animation with suitable examples.	
13		Develop a storyboard (10 frames) for a 2D animation advertisement based on protecting child rights. [OR]	
14		Organize the camera techniques used in animation with examples.	
15	K4	Classify any 10 major differences between 2D and 3D animation citing examples. [OR]	
16		Analyze the different types of animation with suitable examples.	
17		Classify the process of creating character animation in 2D. [OR]	
18		Examine the key components of animatronics with examples.	

SECTION C – K5 & K6 (CO3)

		Answer ALL the Questions	(2 x 20 = 40)
19	K5	Compile the contributions of Walt Disney & Warner Bros in the animation history. [OR]	
20		Elaborate on the animation production pipeline with examples.	
21	K6	Discuss in detail the importance of layering in animation with suitable examples [OR]	
22		Elaborate on the key functions and role of animation in gaming industry.	

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