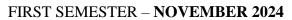


## LOYOLA COLLEGE (AUTONOMOUS) CHENNAI – 600 034

## **B.M.M.** DEGREE EXAMINATION – **ANIMATION**





## **UMM 1503 – TRADITIONAL ANIMATION**

Date: 13-11-2024	Dept. No.	Max.: 100 Marks
Time: 09:00 am-12:00 pm	'	

	SECTION A - K1 (CO1)		
	Answer ALL the Questions - $(10 \times 1 = 10)$		
1.	Fill in the blanks		
a)	The process of making drawings appear to move is called		
b)	was one of the earliest forms of animation, created using sequential images on paper.		
c)	The principle emphasizes that every action has an opposite reaction in animation.		
d)	A is the first step in any animation that lays down the visual design and movement.		
e)	animation involves manipulating physical objects frame-by-frame.		
2.	True or False		
a)	In animation, "squash and stretch" refers to changing the volume of an object.		
b)	Timing in animation does not affect the perception of motion.		
c)	Keyframes are the main drawings that define the starting and ending points of any movement.		
d)	Frame rates in animation are expressed in frames per second (fps).		
e)	The twelve principles of animation were first developed by Walt Disney Studios.		
	SECTION A - K2 (CO1)		
	Answer ALL the Questions $(10 \times 1 = 10)$		
3.	Match the following		
a)	Frame rate - Critical moment in animation		
b)	Keyframe - Elasticity in movement		
c)	Squash and stretch - Traditional hand-drawn technique		
d)	Storyboard - 24 frames per second		
e)	Cel Animation - Pre-visualization tool		
4.	Answer the following		
a)	Describe the importance of key frames in animation.		
b)	Explain how the principle of "anticipation" is used in an animated sequence.		
c)	Define "timing" in animation and its role in creating believable motion.		
d)	What is the significance of storyboarding in pre-production?		
e)	Discuss how traditional animation differs from stop-motion animation.		
	SECTION B - K3 (CO2)		
Ans	wer any TWO of the following $(2 \times 10 = 20)$		
5.	Create a simple storyboard of five frames that illustrates a ball bouncing and coming to a stop.		
6.	Apply the principle of "squash and stretch" to animate a character jumping. Explain your steps and decisions.		
7.	Show how secondary actions can enhance the main action in a simple walk cycle.		
8.	Draw and explain the breakdown of a key frame animation where a character picks up an object.		

	SECTION C – K4 (CO3)		
Answer any TWO of the following $(2 \times 10 = 20)$			
9.	Analyze how timing and spacing influence the perception of speed in a running animation.		
10.	Break down the differences between 2D hand-drawn animation and 3D computer animation in terms of		
	movement and character design.		
11.	Compare and contrast the uses of digital tools in traditional animation and modern-day animation		
	techniques.		
12.	Examine the importance of exaggeration in animation and how it affects the viewer's perception of the		
	scene.		
SECTION D – K5 (CO4)			
Answer any ONE of the following $(1 \times 20 = 20)$			
13.	Critique the use of traditional animation techniques in a contemporary animated film. Evaluate how well		
	the twelve principles of animation were applied.		
14.	Assess the impact of frame rate on the smoothness of an animation. Justify your conclusion with		
	examples from different types of animation.		
	SECTION E – K6 (CO5)		
Answer any ONE of the following $(1 \times 20 = 20)$			
15.	Design an original character and animate a short sequence (either on paper or digitally) that		
	demonstrates three key principles of animation (such as squash and stretch, anticipation, and follow-		
	through). Provide sketches and an explanation of your choices.		
16.	Create a proposal for a short animated sequence (10-15 seconds) that incorporates the twelve principles		
	of animation. Outline your creative process, storyboard, and key frame decisions.		

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